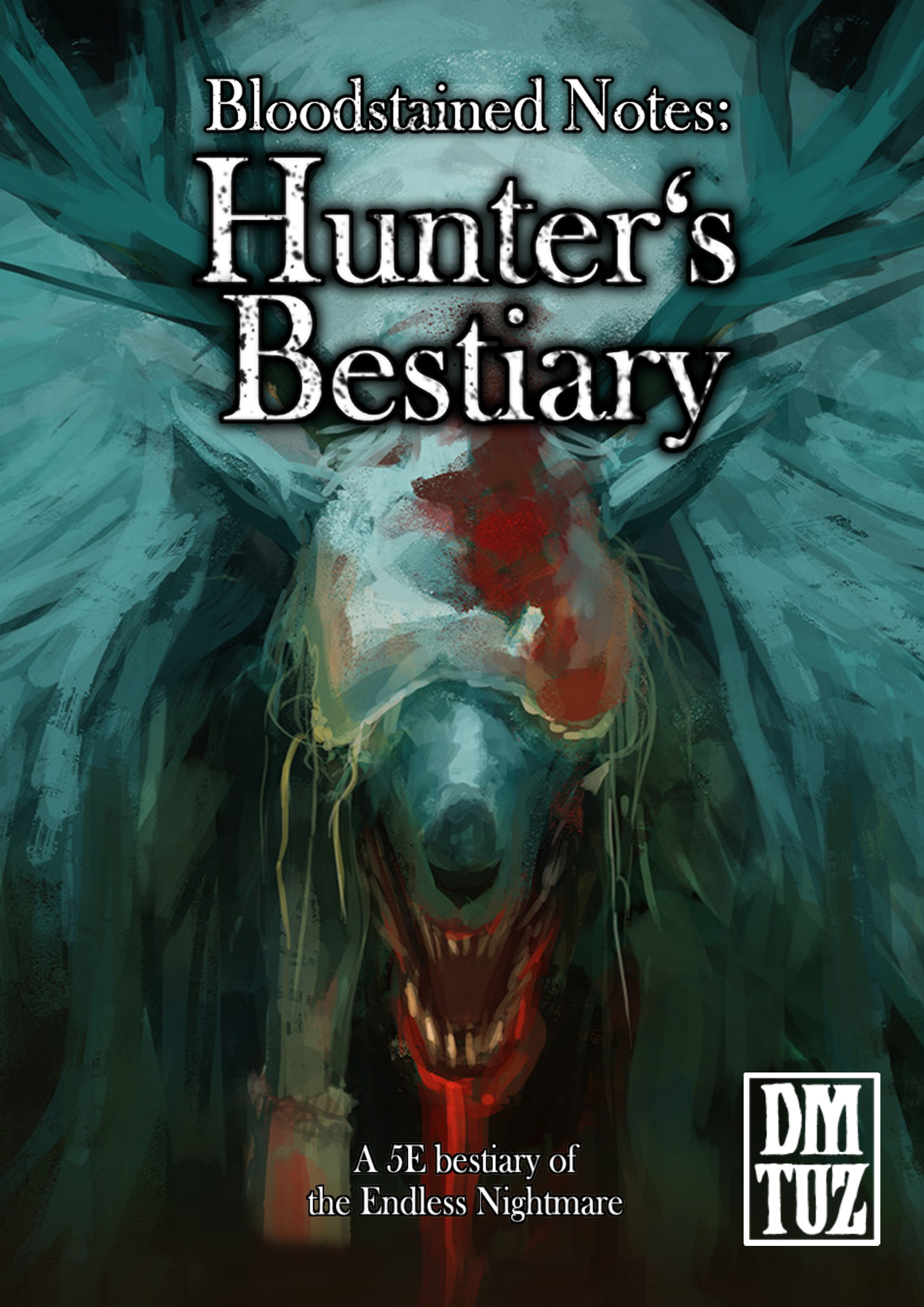
Bloodstained Notes:
Hunter's Bestiary



A 5E bestiary of
the Endless Nightmare

DM TUZ

This book is a 3rd party fan creation for 5th Edition Dungeons and Dragons.
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Huntsmen

The huntsmen are native to Yharnam. When Ludwig, the first hunter of the church decided to arm the populace and recruited them as hunters, they answered his call.
When the Great Bell tolls to signal the beginning of the hunt, they form large mobs to hunt beasts and outsider alike, believing it was the outsiders that brought the plague of beasts to their city.
Poorly armed with farming tools and inappropriate weapons to hunt beast, they use their sheer number to slay beasts, an advantage they are losing over time, for each one of the huntsmen were unknowingly infected with the beast plague themselves.



Huntsman

Medium humanoid (human), chaotic neutral

Armor Class 12 (Leather Armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	7 (-2)	9 (-1)

Skills Perception +0
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Equipment. Huntsmen are equipped with a variety of weapons and tools.

Actions

Multiattack. The Huntsman makes one attack with its Axe and one attack with its Torch.

Heavy Axe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

Torch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) fire damage.

Wooden Shield. The Huntsman wields a wooden shield shoddily constructed out of planks and nails. As long as the Huntsman holds this shield its AC is increased by 2 (not included). As soon as the Huntsman takes 10 damage or more from a single attack, the shield breaks and the Huntsman loses its benefits.

Actions

Multiattack. The Huntsman makes 2 attacks.

Sabre. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Charging Attack. If the Huntsman has moved 20 ft. or more in a direct line towards a target and hits it with a Pitch-fork attack, the attack deals an additional 7 (2d6) piercing damage.

Actions

Pitch-Fork. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

Reload. The Huntsman has to spend a bonus action to reload its rifle before it can fire it again.

Actions

Hunter Rifle. *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target. *Hit:* 6 (1d10+1) piercing damage. This attack deals half as much damage on long range.

Pummel. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Huntsman’s Minion

How these lumbering hulks have achieved their size is a mystery. May their growth be the result of a side effect of the old blood or an aberrant strain of the plague of the beast is up to debate.
Their transformation has left them slow of mind but of powerful build. With their inhuman strength they are capable of devastating blows. Due to their low mental capacity they were easily drafted into the service of the huntsmen, becoming powerful weapons in the hunt.



Huntsman's Minion

Large humanoid (human), chaotic neutral

Armor Class 12 (Natural Armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	16 (+3)	6 (-2)	9 (-1)	7 (-2)

Senses darkvision 60 ft. passive Perception 9
Languages Common
Challenge 2 (450 XP)

Equipment. Huntsman's Minions are equipped with either a Brick or a Great Stone Club.

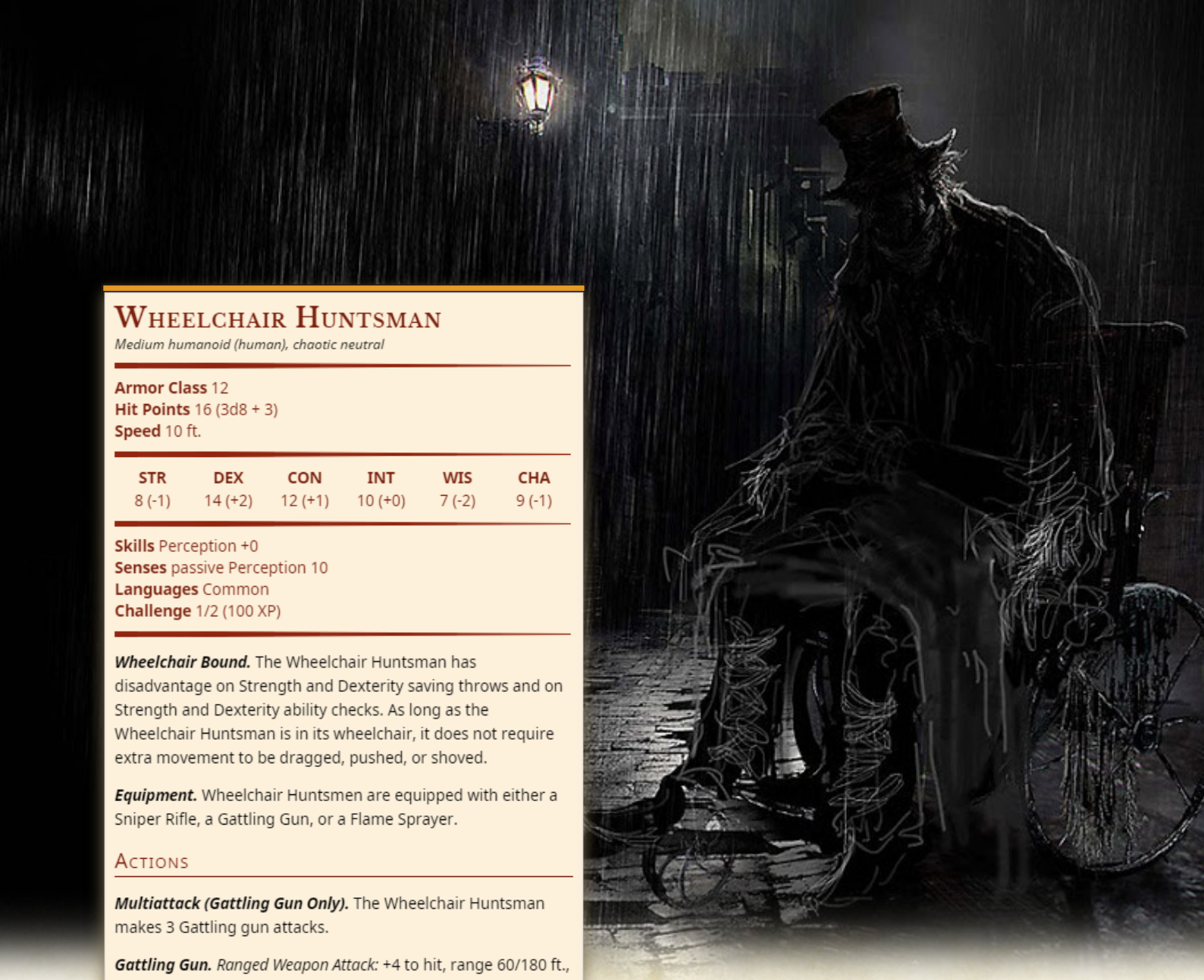
Actions

Multiattack (Brick Only). The Huntsman's Minion makes 2 Brick attacks.

Brick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) bludgeoning damage.

Great Stone Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) bludgeoning damage. This weapon deals double damage against structures and objects.

Body Check. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) bludgeoning damage. If the Huntsman's Minion moved at least 15 ft. in a straight line towards the creature before making this attack the creature must succeed on a DC 14 Strength saving throw or is knocked prone.



Wheelchair Huntsman

Medium humanoid (human), chaotic neutral

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	7 (-2)	9 (-1)

Skills Perception +0
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Wheelchair Bound. The Wheelchair Huntsman has disadvantage on Strength and Dexterity saving throws and on Strength and Dexterity ability checks. As long as the Wheelchair Huntsman is in its wheelchair, it does not require extra movement to be dragged, pushed, or shoved.

Equipment. Wheelchair Huntsmen are equipped with either a Sniper Rifle, a Gattling Gun, or a Flame Sprayer.

Actions

Multiattack (Gattling Gun Only). The Wheelchair Huntsman makes 3 Gattling gun attacks.

Gattling Gun. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Reload. After firing its Sniper Rifle, the Wheelchair Huntsman has to spend a bonus action to reload its rifle before it can fire it again.

Actions

Sniper Rifle. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 13 (2d10+2) piercing damage.

Actions

Flame Sprayer. The Huntsman sprays fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Wheelchair Huntsman

Through the means of the Blood, the people of Yharnam enjoyed long lifespans. Thus, the sight of rich elderly folk bound in wheelchairs were not an uncommon sight in Yharnam.
For one bound to a wheelchair, there are not many ways to defend oneself from the Beasts. These elders are armed with firearms and weapons of old wars. Due to the influence of the old blood combined with an ever-present paranoia of Beasts these old Huntsman are not afraid to use their weapons with deadly accuracy.

Scourge Beast

Taken and fully transformed by the plague, these beasts are extremely fast and powerful, capable of closing in on their prey in the blink of an eye. They can easily take foes by surprise with their erratic and unpredictable movements. Extreme care is required when dealing with them, especially when encountered in groups.

Scourge Beast

Medium monstrosity, chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 71 (11d8 + 22)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	8 (-1)	13 (+1)	7 (-2)

Skills Athletics +5, Perception +3, Stealth +5
Damage Vulnerabilities fire
Senses darkvision 120 ft. passive Perception 11
Languages Common
Challenge 3 (700 XP)

Keen Smell. The Scourge Beast has advantage on Wisdom (Perception) checks that rely on smell.

Blood Lust. The Scourge Beast's Bite attack has advantage if it already has hit the same target with a claw attack during its current turn.

Actions

Multiattack. The Scourge Beast makes 2 Claw attacks and one Bite attack.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage.



Artwork by Edward Delandre

created by dm-tuz



Large Huntsman

Medium humanoid (human), chaotic neutral

Armor Class 13 (Natural Armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Senses darkvision 60 ft. passive Perception 11
Languages Understands Common, but doesn't speak it.
Challenge 1 (200 XP)

Keen Smell. The Large Huntsman has advantage on Wisdom (Perception) checks that rely on smell.

Scourge Victim. The Large Huntsman has advantage on saving throws against effects that specificaly target humanoids.

Brute. A melee weapon deals one extra die of its damage when the Large Huntsman hits with it (included in the attack).

Equipment. The Large Huntsman wields a Plow, a Spear, or a Saw and Torch.

Actions

Multiattack. The Beastly Huntsman attacks with its Saw and makes an attack with its torch with disadvantage.

Saw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

Torch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) fire damage.

Actions

Spear. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

Actions

Plow. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10+2) piercing damage.

Large Huntsman

These inhabitants of Yharnam have progressed in their transformation to horrid beasts. They may retain a humanoid appearance and walk on two legs, but their inherit nature has changed to the bestial. They lost their capability of speech, but have gained significant strength. Though they have lost the ability to use refined arms, they are able to wield large tools with ease to wreak havoc.

Rabid Dog

These domesticated dogs have become infected with the plague of the beast, just as their masters. The huntsmen of Yharnam deploy these dogs to hunt beasts, as these dogs are effective in tracking and overwhelming their targets.



Rabid Dog

Medium beast, unaligned

Armor Class 12
Hit Points 13 (2d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Languages -
Challenge 1/4 (50 XP)

Keen Smell. The Rabid Dog has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The Rabid Dog has advantage on an attack roll against a creature if at least one of the dog's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Rabid Bites. When the Rabid Dog hits a creature with its Bite attack during its turn, it can use a bonus action to make another Bite attack against the same creature.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Carrion Crow

Amidst the crisis of the beastly scourge, Yharnam provides ample food for carrion eaters. The crows of Yharnam in particular have grown fattened and debilitated. Those ugly and bloated avians drag themselves among the corpses of Yharnam. These gluttons will fiercely protect their territory and more importantly their food.



Carrion Crow

Small beast, unaligned

Armor Class 12
Hit Points 9 (2d6 + 2)
Speed 20 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	4 (-3)	13 (+1)	6 (-2)

Skills Stealth +6
Senses darkvision 60 ft. passive Perception 11
Languages -
Challenge 1/8 (25 XP)

Clumsy Flight. The Carrion Crown cannot remain in the air for long and falls if it remains in flight at the end of its turn. Due to its semi-functional wings it does not take falling damage as long as it can flap its wings while falling.

Harrier. After a creature that has been attacked by a Carrion Crow can't use reactions as long as it is within 5 ft. of it and has its speed reduced by 10 ft. until the end of the Carrion Crow's next turn.

Keen Smell. The Carrion Crow has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Peck. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.



Labyrinth Rat

Medium beast, unaligned

Armor Class 13
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	3 (-4)	12 (+1)	4 (-3)

Damage Resistances poison
Condition Immunities poisoned
Senses darkvision 60 ft. passive Perception 11
Languages -
Challenge 1/4 (50 XP)

Keen Smell. The Labyrinth Rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The Labyrinth Rat has advantage on an attack roll against a creature if at least one of the Labyrinth Rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Labyrinth Rat

The filth ridden underbelly of Yharnam provides a perfect breeding grounds to give birth to these wretched beasts. Labyrinth Rats are massive, overgrown rats, who have been feasting on the left-overs of the decadence of Yharnam, and with the plague of the beast spreading, these Rats are thriving.
They move quickly through the alleys of Yharnam, always traveling in packs to search for food. They care little if that food may be carrion or an unfortunate wanderer of the streets.

Variant: Virulent Labyrinth Rat

As carriers of disease and filth, many Labirynth Rats can be Virulent Labyrinth Rats.
A Virulent Labyrinth Rat is **immune to poison damage** and its bite attack is replaced with the following attack:
Virulent Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 7 (2d6) poison damage. The target must make a DC 11 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one.
A Virulent Labyrinth Rat has a Challenge of 1/2 (100 XP).

Rotted Corpse

The Beast Plague does not only cause mutation and madness. The plague has also reanimated these Yharnam inhabitants to new un-life. Though they may be little more than rotting skeletons, they still feature signs of beast transformation, along with a predatory instinct.
They often lie in wait, submerged in filth and sewage, until approached, to then attack their unsuspecting victims.

Rotted Corpse

Medium undead, chaotic evil

Armor Class 12 (Natural Armor)
Hit Points 22 (3d8 + 9)
Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages -
Challenge 1/4 (50 XP)

Ambush. When the Rotted Corpse attacks a surprised creature with its slam, its Slam attack deals damage to the creature AND grapples it.

Murkwater Camouflage. The Rotted Corpse has advantage on Dexterity (Stealth) ability checks when hiding in murky water.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage. Instead of dealing damage the Rotted Corpse grapples the target instead.

Spit. *Ranged Weapon Attack:* +2 to hit, range 20/40 ft., one target. *Hit:* 5 (2d4) acid damage.



Maneater Pig

Many domesticated animals of Yharnam have been affected by the Beast Plague, such as these pigs. Their size has increased dramatically, and they have developed a taste for human flesh. They aggressively pursue this new appetite and will relentlessly go after any suitable meal that fails to avoid their notice.

Maneater Pig

Large beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	3 (-4)	12 (+1)	6 (-2)

Senses darkvision 60 ft. passive Perception 11
Languages -
Challenge 4 (1100 XP)

Keen Hearing And Smell. The Maneater Pig has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The Maneater Pig makes 2 slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage.

Belly Flop (Recharge 4-6). The Maneater Pig throws itself on a creature within 5 ft. of itself. The creature must make a DC 14 Dexterity saving throw. On a failed save a creature takes 33 (6d10) bludgeoning damage and is knocked prone. On a successful save the creature takes half as much damage and is not knocked prone.

Corrupting Breath (1/Short Rest). The Maneater Pig exhales its Breath in a 15-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw, or is poisoned for one minute. For as long as a creature is poisoned it takes 5 (2d4) poison damage at the beginning of each of its turns. A creature repeats the saving throw at the end of each of its turns. On a success it is no longer poisoned.

Variant: Goliath Pig

Maneater Pigs grow the more they partake in the corrupted flesh of beasts. Certain specimens attain a tremendous bulk and additional mutations. These creatures are Goliath Pigs.

Goliath Pigs variants have the following changes:
They are huge monstrosities, have 22 Strength and 20 Constitution. This changes their **Hit Points** to 116 (10d12 + 50) and the DCs of the Pigs attacks increases to 16.

Further its Slam and Belly Flop changes to the following:

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft. one target. *Hit:* 22 (3d10+6) bludgeoning damage.

Belly Flop (Recharge 4-6). (...) On a failed save a creature takes 44 (8d10) bludgeoning damage and is knocked prone.

Challenge: A Goliath Pig Variant has a Challenge of 6 (2300 XP)



Cleric Beast

Once members of the Yharnam clergy, these former church hunters have transformed into the most hideous of beasts, for they had access to the most pure form of the old blood.

In all in the Healing Church's effort to find a cure to the beasthood that is plaguing Yharnam, the Cleric Beasts serve as testimony to the Church's failure.



Cleric Beast

Large monstrosity, chaotic evil

Armor Class 14 (Natural Armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	4 (-3)	13 (+1)	6 (-2)

Saving Throws Dex +5, Wis +4
Skills Acrobatics +5, Athletics +7, Perception +4
Damage Resistances lightning
Damage Vulnerabilities fire
Senses darkvision 60 ft., passive Perception 14
Languages -
Challenge 7 (2900 XP)

Keen Hearing And Smell. The Cleric Beast has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (1/Day). If the Cleric Beast fails a saving throw, it can choose to succeed instead.

Regenerative Boost (1/short Rest). When below half of its maximum health the Cleric Beast can use a bonus action to regenerate 22 (4d8+4) hit points and end any poisoned, blinded or deafened condition that is currently afflicting it.

Actions

Multiattack. The Cleric Beast makes 2 attacks with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Crush (Recharge 5-6). The Cleric Beast attempts to grab and smash a medium or smaller sized creature within 5 ft. of it. The creature must succeed on a DC 15 Dexterity saving throw or takes 44 (8d10) bludgeoning damage and is knocked prone.

Swipe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) slashing damage.

Leap. The Cleric Beast jumps to a point within 40 ft. of itself. Any creature within 5 ft. of the landing Cleric Beast must make a DC 16 Dexterity saving throw. On a failed save a creature takes (7) 2d6 bludgeoning damage and if the creature is size medium or smaller, is knocked prone. On a successful save a creature takes half as much damage and is not knocked prone.

Legendary Actions

The cleric beast can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The cleric beast regains spent legendary actions at the start of its turn.

Percieve. The Cleric Beast makes a Wisdom (Perception) check.
Swipe. The Cleric Beast makes a Swipe attack.
Leap (Costs 2 Actions). The Cleric Beast makes a Leap Action.



Father Gascoigne

Gascoigne, who after serving in the clergy in a foreign land, found his way to the city of Yharnam, where he became an accomplished Church Hunter. In his service to the Healing Church he was partnered with an old hunter named Henryk.
Over the years, Gascoigne set roots in Yharnam. He married and founded a family. Years into his service as a hunter, tragedy struck. Henryk, his trusted companion, succumbed to the blood-lust and lost his humanity to the beast plague. This event broke Gascoigne and set him down a dark path.
As the origin of the blood-lust and the correlation to the beast plague was unknown to that point, Gascoigne began to dedicate himself even further to the Hunt in name of the church, as to forget his sorrow over the loss of his friend.
But this only led to Gascoigne to slowly be consumed by the hunt as well, with the only thing that helped him cling to his remaining sanity being his loyal wife. She was known to play a music box, its soothing melody clearing Gascoignes mind from the blood-lust.
In the end through, Gascoigne finally succumbed, becoming little more than the beast he had hunted. His wife, unwilling to lose her beloved to the hunt, left in search for him and never returned.

Father Gascoigne

Medium humanoid (human), chaotic neutral

Armor Class 16 (Hunter's Garb)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	11 (+0)	14 (+2)	9 (-1)

Saving Throws Str +6, Dex +6
Skills Athletics +7, Perception +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 8 (3900 XP)

Legendary Resistance (2/Day). If Father Gascoigne fails a saving throw, he can choose to succeed instead.

Trick Weapon. When in human form, Father Gascoigne wields his Hunter's Axe and a Blunderbus. He can use a bonus action to transform his Hunter's Axe into a two handed weapon. He can use another bonus action to transform it back and equip it along with his Blunderbus.

Beast Blood Transformation. When Father Gascoigne is reduced to below half of his maximum hit points, he transforms into a beast either at the beginning of his next turn or using a legendary action. His type changes to Monstrosity and gains access to new Actions and in addition his claws gains a +1 bonus to attacks and damage (already included).

Actions

Multiattack (Hunter's Axe & Blunderbus). Father Gascoigne makes 2 attacks with his Hunter's Axe and fires his Blunderbus.

Hunter's Axe (One Handed). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Blunderbus. *Ranged Weapon Attack:* +6 to hit, range 15/30 ft., One or two targets within 5 ft. *Hit:* 5 (1d4+3) piercing damage. Being within 5 ft. of a hostile creature doesn't impose disadvantage on this attack.

Multiattack (Two-handed Hunter's Axe). Father Gascoigne makes 3 attacks.

Hunter's Axe (Two-Handed). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

Multiattack (Beastform). Father Gascoigne makes 3 attacks with his claws.

Claws (Beast Form). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage.

Legendary Actions

Father Gascoigne can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Father Gascoigne regains spent legendary actions at the start of its turn.

Percieve. Father Gascoigne makes a Wisdom (Perception) check.
Attack (2/round). Father Gascoigne makes a Melee Weapon attack.
Blunderbus (Human Form Only). Father Gascoigne fires his Blunderbus. (Only available when he wields it)
Hunter's Dash (Human Form Only). Father Gascoigne moves 10 ft. ignoring difficult terrain without provoking attacks of opportunity.
Leap (Beast Form Only). Father Gascoigne jumps up to 20 ft.

Beast Patient

The Beast Plague first manifested itself in the district today known as Old Yharnam. There, it spread uncontrolled and took the unknowing populous by surprise. Incapable to control the Plague within Old Yharnam and afraid of the disease spreading, the Healing Church decided to set flame to Old Yharnam, cleansing it of humans and beasts alike.
But the plan to cleanse Old Yharnam failed, as the plague had already spread. Further, a few inhabitants of Old Yharnam have been spared of the inferno. They now linger in the ruins of Old Yharnam and having turned to Beasts. Though they lost their humanity, they still remember the flames that ravaged their home.



Beast Patient (Male)

Medium monstrosity, chaotic evil

Armor Class 13
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	5 (-3)	11 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 1/2 (100 XP)

Fear Of Fire. A Beast Patient that takes fire damage becomes frightened until the end of its next turn or until it takes damage. Additionaly if a Beast Patient sees an open flame it must succeed on a DC 10 Wisdom save or is frightened by it or the creature carrying the flame for one minute, or until it takes damage. Once a Beast Patient succeeds on the Wisdom saving throw or is no longer frightened, it won't be of fire for 24 hours.

Actions

Multiattack. The Beast Patient makes 2 attacks.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Beast Patient (Female)

Medium monstrosity, chaotic evil

Armor Class 14 (Natural Armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	5 (-3)	11 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 1 (200 XP)

Fear Of Fire. A Beast Patient that takes fire damage becomes frightened until the end of its next turn or until it takes damage. Additionaly if a Beast Patient sees an open flame it must succeed on a DC 10 Wisdom save or is frightened by it or the creature carrying the flame for one minute, or until it takes damage. Once a Beast Patient succeeds on the Wisdom saving throw or is no longer frightened, it won't be of fire for 24 hours.

Actions

Multiattack. The Beast Patient makes 2 attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage plus 2 (1d4) poison damage.



Beast Patient Matriarch

Medium monstrosity, chaotic evil

Armor Class 13 (Natural Armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	5 (-3)	12 (+1)	7 (-2)

Senses darkvision 60 ft., passive Perception 11
Languages -
Challenge 2 (450 XP)

Matriarch. Any Beast Patient within 30 ft. of the Beast Patient Matriarch becomes immune to being frightened.

Actions

Multiattack. The Beast Patient Matriarch makes 2 attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage plus 3 (1d6) poison damage.

Alerting Scream (once Per Short Rest). The Beast Patient Matriarch unleashes a piercing scream. Any Beast Patient within 200 ft. of the Matriarch becomes immune to fear until the end of their next turn and moves their speed towards the Matriarch as a reaction without provoking attacks of opportunities.

Reactions

Protect The Matriarch. A Beast Patient within 30 ft. of the Beast Patient Matriarch uses its reaction to make an melee attack against a creature that makes an attack against the Matriarch. To do so, the Matriarch must see the attacker.

Bloodstarved Beast

In pursuit of the secrets of the Old Blood and its inherent healing properties, the Healing Church conducted many rituals and trials in secret. But the results were unpredictable and erratic. As to expect from the Blood of the Great Ones its very nature and effects were incomprehensible for mere mortals. The Blood-Starved Beast might be one of those unexpected results of these hidden rituals. A test subject or even a former Blood Saint who received a part of the experimental Old Blood that now roams free.

The Blood-starved Beast is a deformed beast which carries its partially flayed flesh hanging off its back. Unlike the other Beasts of Yharnam though, this Beast is entirely devoid of blood, making it bleed pure poison. It is because of its malnourishment that it seeks blood in a permanent state of mania. Its hunger for blood has become its primal drive and the Beast will not be easily stopped once it has picked up the intoxicating scent of blood.



Bloodstarved Beast

Large monstrosity, chaotic evil

Armor Class 15
Hit Points 153 (18d10 + 54)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	4 (-3)	12 (+1)	6 (-2)

Saving Throws Dex +7, Con +6
Skills Athletics +7, Perception +5, Survival +5
Damage Resistances poison
Damage Vulnerabilities fire
Condition Immunities poisoned, charmed
Senses darkvision 120 ft., passive Perception 15
Languages -
Challenge 8 (3900 XP)

Keen Smell. The Bloodstarved Beast has advantage on Wisdom (Perception) checks that rely on smell.

Ashen Blood Erruption. As soon as a Bloodstarved Beast is reduced to below half its maximum Hit Points, its Poison Blast attack becomes usable. After the Bloodstarved Beast uses its Poison Blast attack it becomes shrouded in a 5-foot radius poisonous aura. A creature that starts its turn in this aura must succeed a DC 14 Constitution saving throw or takes 7 (2d6) poison damage. This aura lasts for 10 minutes. Once a Bloodstarved Beast used this feature, it can't use it again until it has finished a short rest.

Actions

Multiattack. The Bloodstarved Beast makes 3 Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage plus 4 (1d8) poison damage.

Maul (Recharge 5-6). The Bloodstarved Beast pounces on a creature within 10 ft. of itself. As part of the attack the Bloodstarved Beast jumps up to 10 ft. towards the target creature. The creature must succeed on a DC 15 Dexterity saving throw or takes 44 (8d8) slashing damage and is knocked prone.

Poison Blast (Recharges After A Short Or Long Rest). The Bloodstarved Beast expunges its poisonous corruption within a 10-foot-radius of itself. Any creature in the area must make a DC 14 Constitution saving throw. On a failed save a creature takes 21 (6d6) poison damage and is poisoned for one minute. On a successful saving throw a creature takes half as much poison damage and is not poisoned.

A poisoned creature can repeats the saving throw at the end of its turn, ending the poisoned condition on a success.

Powderkeg Hunter

It was the Hunting Order of the Powderkeg the Healing Church tasked with the cleansing of Old Yharnam. As Hunters that favored weapons of black powder and fire, they were more than well equipped to execute this task. But in their final hunt of Old Yharnam the horror and loss of life, beast or innocent alike, left the Powderkeg Hunters defeated. After the Purge of Old Yharnam they retreated and renounced their hunter's vows. Plagued by their sins the remains of the Powderkeg Hunters decided to remain in Old Yharnam. There, they protect the hapless beasts to live their remainder of their days in the smoldering ruins of Old Yharnam, save from the bloodthirst of the Hunters of Yharnam.

Powder Keg Hunter

Medium , true neutral

Armor Class 16 (Hunter's Garb)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	9 (-1)

Saving Throws Str +7, Dex +7
Skills Acrobatics +7, Athletics +7, Perception +4, Survival +4
Senses passive Perception 14
Languages Common
Challenge 5 (1800 XP)

Blood Vials. A Powder Keg Hunter carries 2 Blood Vials on them. A Powder Keg Hunter can use a bonus action to use one of these Vials to heal themselves for 13 (3d8) hit points.

Hunter's Dash. A Powder Keg Hunter can use a bonus action to move up to 10 ft. without provoking attacks of opportunities and ignoring difficult terrain.

Hunter's Arsenal. A Powder Keg Hunter is equiped with a Rifle Spear and a Cannon or a Stake Driver and a Blunderbus.

Actions

Multiattack (Rifle Spear And Cannon). The Powder Keg Hunter makes 3 Rifle Spear attacks, one of which can be a ranged attack.

Rifle Spear (One Handed). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Rifle Spear (Two-Handed). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) piercing damage.

Rifle Spear (Ranged). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Cannon (Recharges After A Short Or Long Rest). The Powder Keg Hunter Fires an explosive shell at a point within 60 feet where it explodes. Each creature in a 10-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. A target takes 10 (3d6) bludgeoning damage and 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. This attack deals double damage against objects and structures.

Actions

Multiattack (Stake Driver And Blunderbus). The Powder Keg Hunter makes 3 Stake Driver attacks, one of which can be a Blunderbus attack instead.

Stake Driver. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Blunderbus. *Ranged Weapon Attack:* +7 to hit, range 15/30 ft., One or two creatures within 5 ft. *Hit:* 6 (1d4+4) piercing damage. Being within 5 ft. of a hostile creature doesn't impose disadvantage on this attack.

Stake Discharge (Recharge 6). The Powder Keg Hunter charges his Stake Driver and discharges it against a target within 5 ft. of them. The target make a DC 15 Dexterity saving throw. On a failed save the creature takes 17 (5d6) bludgeoning damage and 17 (5d6) fire damage, or half as much on a successful one. This attack deals double damage against objects and structures.



Church Servant

Clad in the garbs of the Church; these tall and pale humanoids stand twice as tall as humans. With little autonomy of their own, they serve the healing church as enforcers and protectors of the Cathedral Ward. Clearly, they are not fully human. Considering the resources and the experiments with blood, many of the common folk believe to be enhanced members of the healing church, better suited for the fight against the beast plague and other threads to the church. But those who dared to venture into the ancient dungeons underneath Yharnam will find an uncanny resemblance between these Church Servants and the mummified Pthumerians, that dwell below.



Church Servant

Medium humanoid, lawful neutral

Armor Class 15 (Church Garb)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	12 (+1)	16 (+3)	9 (-1)

Saving Throws Con +4
Skills Religion +3
Senses darkvision 60 ft. passive Perception 13
Languages Celestial, Common, but does not speak
Challenge 2 (450 XP)

***Equipment.*.** Church Servants equip themselves with different weaponry. A Church Servant is equiped a Cane and a Lantern, a Cane and a Flamesprayer, a Scythe, or a Crucifix.

Actions

Multiattack. The Church Servant makes 2 attacks with its cane.

Cane. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

Lantern. The Church Servant releases the eldritch energy that is held in its lantern against a creature within 60 ft. of itself. The creature must make a DC 13 Dexterity saving throw, taking 10 (3d6) force damage on a failed saving throw, and half as much on a successful one.

Actions

Multiattack. The Church Servant makes 2 attacks with its cane.

Cane. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

Flame Sprayer. The Church Servant torches creatures in a 15-foot cone using its Flame Sprayer. Each creature in that area must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Actions

Scythe. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) slashing damage plus 3 (1d6) force damage.

Actions

Crucifix. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 7 (2d6) psychic damage. The target must make a DC 13 Wisdom saving throw, taking the psychic damage on a failed save, or half as much damage on a successful one.

Church Giant

The approach of these lumbering giants is announced by the sound of their rattling chains and bell they carry, as a warning to the citizens of Yharnam to close their doors and stay within.
True to their name, the Church Giants dwarf even the superhuman size of the Church Servants, with whom they share many similarities. They share their pale skin, expressionless faces and black, beady eyes. This leads many to believe in a connection to exist between them. Perhaps the Church Giants are an enhanced creation of the Healing Church, a weapon to hunt down those infested with the beast plague and to put down those who have succumbed to it and have become beasts themselves.

Church Giant

Huge giant, true neutral

Armor Class 12 (Natural Armor)
Hit Points 157 (15d12 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	19 (+4)	7 (-2)	14 (+2)	6 (-2)

Senses passive Perception 12, darkvision 60 ft.
Languages Understands but does not speak Common, Celestial
Challenge 5 (1800 XP)

Equipment. Church Giants are equiped with different weaponry. A Church Giant is equiped with a Greataxe, a Ball and Chain, or Flaming Fists.

Silver Weapons. The Greataxes and the Ball and Chains that a Church Giant wields are silver weapons.

Siege Monster. A Church Giant's Ball and Chain deals double damage to objects and structures.

Actions

Rampage (Recharge 6). A Church Giant can only rampage when it has lost hit points. The Church Giant flies into a wild rampage. Each creature within a 10 ft. of the Church Giant must make a DC 16 Dexterity saving throw, taking 19 (3d8+6) bludgeoning damage on a failed save and half as much on a successful one. After Rampaging the Church Giant becomes exhausted and attacks against it have advantage until the end of its next turn.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12+6) slashing damage.

Ball And Chain. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage and a creature must succeed on a DC 16 Strength saving throw or is knocked prone.

Multiattack. The Church Giant makes 2 attacks with its Flaming Fists.

Flaming Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (3d4) fire damage plus 6 bludgeoning damage.





Vicar Amelia

Huge monstrosity, lawful neutral

Armor Class 15 (Natural Armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	11 (+0)	19 (+4)	10 (+0)

Saving Throws Str +9, Wis +8, Cha +3
Skills Perception +8
Damage Resistances lightning
Damage Vulnerabilities fire
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 18
Languages Understands Common and Celestial, but doesn't speak
Challenge 10 (5900 XP)

Legendary Resistance (3/Day). If Vicar Amelia fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. The Vicar Amelia makes 3 attacks, two with her claws and one with her bite.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) piercing damage.

Swipe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 7 (1d4+5) slashing damage.

Pulverize (Recharge 5-6). Amelia clenches her claws and slams them on the ground, sending out a shockwave from her in a line of 20 feet long and 15 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw. On a failed save a creature takes 36 (8d8) bludgeoning damage and is knocked prone. On a successful save a creature takes half as much damage and is not knocked prone.

Healing Light (1/Short Rest). Vicar Amelia can only use this action if she has not moved during her turn. Amelia clenches her Holy Pendant and is engulfed in healing light. She regains 50 (10d8+5) hit points. Her movement becomes 0 until the beginning of her next turn.

Legendary Actions

Vicar Amelia can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Vicar Amelia regains spent legendary actions at the start of her turn.

Detect. Vicar Amelia makes a Wisdom (Perception) check.
Shift. Vicar Amelia moves up to half her speed.
Swipe. Vicar Amelia makes a Swipe attack.
Bite (Costs 2 Actions). Vicar Amelia makes a Bite attack.
Howl (Once Per Round). Vicar Amelia unleashes a piercing howl to bolster herself. She gains 10 (3d6) temporary hit points.

Artwork by **Maria Zolotukhina**

Celestial Minion

Within the Healing Church operates a branch which's sole pursuit is to unlock the secrets of the Great Ones and in turn the ascension of mankind, named the Choir. The Celestials are former humans that have been transformed through ruthless experimentation of the Choir. They feature frail bodies, with blue skin, and a large bulbous head.
They seem timid and docile at first, but once provoked they lash out with their deformed claws. A few of them developed further in their evolution, though. As some of the Celestials possess eldritch tendrils sprouting from their craniums. Those aberrants have developed further supernatural powers and should not be underestimated.



Celestial Minion

Medium aberration, true neutral

Armor Class 13 (Natural Armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	18 (+4)	14 (+2)	8 (-1)

Skills Perception +4
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Vulnerabilities lightning
Senses passive Perception 14, darkvision 120 ft.
Languages Deep Speech, Telepathy 100 ft.
Challenge 1/4 (50 XP)

Alien Mind. A Celestial Minion has advantage on all Intelligence, Wisdom, and Charisma saving throws against spells.

Actions

Multiattack. The Celestial Minion makes 2 claw attacks.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

Celestial Emissary

This creature is an enlightened being, a state that not many of its lesser siblings could achieve.
In the experiments of the Choir many lesser humans grew insane or perished in the face of their eldritch transformation. But some were able to withstand the changes and with the changes came knowledge and understanding. They grew the eyes needed to comprehend the cosmic truths and with that understanding. But those who did not break in the face of the cosmic truths ascended to a state of higher being.
The Celestial Emissary is proof to the ambition of the Choir. Not a hybrid like the lesser Celestial Minions, but a legitimate Great One in its own right. A Great One that would act as the Healing Church's emissary to be granted audience with other Great Ones. A medium through which the Church is able to communicate with higher beings.

Variant: Sprouting Celestial Minions

Some Celestial Minions feature glowing eldritch tendrils sprouting from their heads. A sign of unlocked eldritch power.
A Sprouting Celestial Minion has an additional attack:
Eldritch Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 9 (1d10+4) force damage.
A Sprouting Celestial Minion has a Challenge of 1 (200 XP).



Celestial Emissary

Huge aberration, true neutral

Armor Class 15 (Natural Armor)
Hit Points 136 (13d12 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	23 (+6)	16 (+3)	11 (+0)

Saving Throws Wis +7, Cha +4
Skills Perception +7, Insight +7
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Vulnerabilities lightning
Senses passive Perception 17, darkvision 120 ft.
Languages Deep Speech, Telepathy 100 ft.
Challenge 9 (5000 XP)

Legendary Resistance (3/Day). If the Celestial Emissary fails a saving throw, it can choose to succeed instead.

Alien Mind. A Celestial Emissary has advantage on all Intelligence, Wisdom, and Charisma saving throws against spells.

Change Size. As a standard action, the Celestial Emissary can lower its size to medium, making it indistinguishable from a Celestial Minion. The Celestial Emissary reverts back to its actual size as soon as it is reduced below half of its maximum hit points or when it makes an attack. Once a Celestial Emissary uses this feature, it can't use it again until it has finished a long rest.

Actions

Multiattack. The Celestial Emissary makes 2 claw attacks or 2 stomp attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (3d6+4) slashing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (3d4+4) bludgeoning damage and the creature must succeed on a DC 16 Strength saving throw or is knocked prone.

Eldritch Blast. *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. *Hit:* 22 (4d10) force damage.

Call Beyond (Recharge 5-6). The Celestial Emissary unleashes the power of the Great Ones. Each creature of the Celestial Emissary's choice within a 30-foot-radius centered on the Celestial Emissary must make a DC 18 Dexterity saving throw. On a failed saving throw a creature takes 33 (6d10) force damage and half as much damage on a successful one.

Legendary Actions

The celestial emissary can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The celestial emissary regains spent legendary actions at the start of its turn.

Detect. The Celestial Emissary makes a Wisdom (Perception) check.
Swipe. The Celestial Emissary makes a Claw attack with disadvantage.
Eldritch Barrage (costs 2 Actions). The Celestial Emissary makes an Eldritch Blast attack.



Ebrietas, Daughter of Cosmos

Securely hidden beyond the most holy of the Healing Churches sanctuaries rests Ebrietas, the greatest treasure of the Choir.
Ebrietas is a Great One found in the Pthumerian Ruins of Isz by the prospectors of Byrgenwerth. First the prospectors were only able to find phantasms in the surface levels of the Dungeons, but finding her true body in the depths was beyond the capabilities of the regular prospectors. Faced with the task of salvaging a true Great One, the Healing Church formed an elite force appropriate for the task. This force would later form the Choir, the Healing Churches department of eldritch research.
In a way, one could say, that Ebrietas gave birth to the Choir and has become the centerpiece of its existence ever since.
The land of Isz lies in close contact to the Cosmos itself, as the walls of the material planes are particularly thin in the region. Even now that Ebrietas was removed from the land of Isz, aspects of her still seem to linger in the land of Isz and in the Cosmos itself, simultaneously.

Ebrietas does not seem to mind her capture. As a matter of fact she appeared to be cooperative, considering that she could easily escape the Choir. Though, barriers in communication between the Choir and the Great One proved to be difficult, as a Great One possesses such a higher elevated mind than the one of a feeble human. But the work with Ebrietas was anything but fruitless. A startling truth was revealed to the scholars of the Choir; in ancient history there was a mass departure of the Great Ones, who all walked the earth before transcending to the realm of dreams. But Ebrietas and a few other Great Ones were left behind, if not abandoned. Ebrietas, for one, yearned to be reunited with her kin, which led her to her cooperation with the Choir, as both of their goals aligned.

Ebrietas, Daughter of Cosmos

Huge aberration (great one), unaligned

Armor Class 15
Hit Points 216 (16d12 + 112)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	24 (+7)	19 (+4)	24 (+7)	17 (+3)

Saving Throws Str +13, Con +13, Wis +13, Cha +11
Damage Immunities poison, bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Resistances psychic
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft. passive Perception 17
Languages Celestial, Deep Speech, (Telepathy 120 ft.)
Challenge 18 (20000 XP)

Legendary Resistance (3/Day). If Ebrietas, Daughter of Cosmos fails a saving throw, she can choose to succeed instead.

Magic Weapons. Ebrietas, Daughter of Cosmos's natural weapons are magical.

Destabilizing Aura. When Ebrietas is below half of her maximum health, she manifests an Aura in which the material world slowly deteriorates and becomes unstable. Each creature that starts its turn within 30 ft. of Ebrietas must make a DC 21 Constitution check, taking 7 (2d6) damage on a failed save and half as much on a successful one. The damage of this aura cannot be reduced or negated. A creature cannot be reduced to lower than 1 hit point by this aura.

Actions

Multiattack. The Ebrietas, Daughter of Cosmos uses Maddening Presence and makes 2 slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., *Hit:* 23 (3d10+7) bludgeoning damage.

Greater Call Beyond (Recharge 5-6). Ebrietas summons the powers of the cosmos and unleashes it in three volleys of eldritch projectiles. Each volley targets a point within 120 ft. of Ebrietas. A creature within 5 ft. of the point the volley targets must succeed on a DC 21 Dexterity saving throw or takes 36 (8d8) force damage or half as much on a successful one unless the creature succeeded the saving throw by more than 5.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one creature. *Hit:* 14 (3d4+7) bludgeoning damage.

Maddening Presence. Each creature of Ebrieta's choice that is within 120 feet of her and aware of her must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success, and taking 5 (2d4) psychic damage on a failure. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Ebrietas' Maddening Presence for the next 24 hours.

Legendary Actions

Ebrietas, Daughter of Cosmos can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ebrietas, Daughter of Cosmos regains spent legendary actions at the start of her turn.

Tentacle. Ebrietas makes a tentacle attack.
Eldritch Flight (2 Actions). Ebrietas flies up to her speed and lands in a 15 ft. square within her reach. This movement does not provoke opportunity attacks. Each creature in landing area must make a DC 21 Dexterity saving throw. On a failed save a creature takes 14 (2d6+7) bludgeoning damage and is pushed 10 feet away in a direction of Ebrieta's choice. On a successful save a creature takes half as much damage and is pushed 10 feet away in a direction of its choice.
Pulverize (3 Actions). Ebrietas slams down her head down in a 15 ft. square originating from her. Each creature in that area must make a DC 21 Strength saving throw. On a failed saving throw a creature takes 27 (5d10) bludgeoning damage and is knocked prone, on a successful save a creature takes half as much damage and is not knocked prone.

Hemwick Grave Woman

The Grave Women of Hemwick have taken on the task of cremating the dead of the outskirts and tending to their graves. Unlike the inhabitants of Yharnam these women seem unaffected by the beast plague. But they are unmistakably afflicted by another malady.
A madness has spread among the Grave Women of Hemwick. Though they still pursue their task, they do so in grotesque joy. Chanting wicked verses and cackling as the Grave Women put the dead to the fire.
In their madness they attack outsiders on sight, keen to add them to the pile of corpses they have yet to bury.



Hemwick Grave Woman

Medium humanoid (human), chaotic evil

Armor Class 13 (Gravetender Garb)
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	9 (-1)	13 (+1)	11 (+0)

Saving Throws Wis +3, Cha +2
Skills Perception +3
Senses passive Perception 11
Languages Common
Challenge 1/2 (100 XP)

Molotov Cocktails. A Hemwick Grave Woman can carry up to 3 Molotov Cocktails.

Equipment. A Hemwick Grave Woman wields a Cleaver, a Soldering Pole Iron, or a Wooden Mallet.

Actions

Molotov Cocktail. The Hemwick Grave Woman throws a Molotov Cocktail at a point within 30 of her. Any creature within a 5-foot-radius of that point must make a DC 12 Dexterity saving throw, taking 5 (2d4) fire damage on a failed save, or half as much damage on a successful saving throw.

Multiattack. The Hemwick Grave Woman makes 2 attacks with her Cleaver.

Cleaver. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Soldiering Pole Iron. *Melee Weapon Attack:* +3 to hit, reach 10 ft., *Hit:* 5 (1d8+1) piercing damage plus 4 (1d8) fire damage.

Wooden Mallet. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) bludgeoning damage and the target must succeed on a DC 11 Strength saving throw or is knocked prone.

Hunting Dog

With more challenging prey the huntsmen of Yharnam had to innovate on their tools for the hunt.
It is unclear whether the Hunting Dog is the result of a frustrated hunter, or a ruthless enhancement of the Hounds deadliness. The Hunting Dog is akin to a walking weapon, featuring sharp spikes and blades protruding its resilient body.
The hound itself seems numb to the pain, as it throws itself with wild fury upon its targets, which by far surpasses the ferocity of its unmodified kin.



Hunting Dog

Medium beast, unaligned

Armor Class 14 (Spike Harness)
Hit Points 26 (4d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	3 (-4)	14 (+2)	6 (-2)

Skills Athletics +4, Perception +4
Senses passive Perception 14
Languages -
Challenge 1/2 (100 XP)

Keen Smell. The Hunting Dog has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The Hunting Dog has advantage on an attack roll against a creature if at least one of the dog's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Rabid Bites. When the Hunting Dog hits a creature with its Bite attack during its turn, it can use a bonus action to make another Bite attack against the same creature.

Actions

Multiattack. The Hunting Dog makes 2 Bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Mad One



These inhuman creatures are spawned from wicked rituals and pure madness. They primarily manifest in areas of the occult, where minds broke in the pursuit of forbidden knowledge.
They spawn with a heart piercing scream and immediately take chase after creatures of sound mind to sap them of their sanity. Their sickles rend flesh and mind alike and with each slice they carve off one's reason piece by piece.

Mad One

Medium aberration, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	6 (-2)	8 (-1)	17 (+3)

Saving Throws Wis +1
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses blindsight 60 ft. passive Perception 9
Languages -
Challenge 1 (200 XP)

Spreading Madness. A creature that has its Wisdom score reduced to 0 by a Mad One succumbs to madness and must use its actions before moving on each of its turns to make a melee attack against a creature other than itself. If no target is within reach the target must move to the closest visible creature and attack it. If the mad creature sees no other creature it is stunned until its Wisdom score is no longer 0.

Actions

Sickle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage plus 3 (1d6) psychic damage, and the target must succeed on a DC 13 Wisdom saving throw or has its Wisdom score reduced by 2 (1d4). The reduction lasts until the target finishes a short or long rest.



Executioner

This black hooded imposing figure patrols the streets of Yharnam and beyond in search of heads to claim.
It is clad in sturdy armor and wields a blood crusted axe with unmatched strength. No one knows who has sent these creatures loose upon the city, or what the exact nature of their mission is. But it is obvious that the Executioners have judged the entirety of Yharnam to die,as they attack any creature they find on sight.

Executioner

Large giant, neutral evil

Armor Class 17 (Splint Armor)
Hit Points 76 (9d10 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	8 (-1)	14 (+2)	7 (-2)

Skills Athletics +7, Medicine +5
Senses passive Perception 12
Languages Common
Challenge 5 (1800 XP)

Actions

Multiattack. The Executioner makes 2 Greataxe attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 17 (2d12+4) thunder damage.

Headbutt. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4+4) bludgeoning damage. The creature must succeed on a DC 15 Constitution saving throw or is stunned until the end of the Executioner's next turn.

Execute. The Executioner tries to execute an incapacitated creature within 5 ft. of itself. The creature must succeed on a DC 15 Constitution saving throw or takes 42 (12d6) slashing damage. A creature that is reduced to 0 hit points by this damage is decapitated.

Reactions

Parry. The Executioner adds 3 to its AC against one melee attack that would hit it. To do so, the Executioner must see the attacker and be wielding a two-handed melee weapon. If this causes the attack to miss, the Executioner makes a Headbutt attack against the attacking creature.





Witch of Hemwick

Medium humanoid, neutral evil

Armor Class 15 (Mage Armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	18 (+4)	17 (+3)	16 (+3)

Saving Throws Wis +6, Cha +6
Skills Insight +6, Medicine +6, Perception +6, Stealth +4
Senses passive Perception 16, darkvision 60 ft.
Languages Common, Celestial, Deep Speech, Infernal
Challenge 5 (1800 XP)

Collection Of Eyes. Due to her dilligent collection of eyes, the Witch of Hemwick has been granted enhanced insight. She has advantage on all Intelligence, Wisdom, and Charisma saving throws.

Evisceration. As an action, the Witch of Hemwick can gouge the eyes out of an paralyzed or unconcious creature within her reach. The creature must make a DC 15 Constitution saving throw, on a successful save a creature takes 42 (12d6) piercing damage on a failed save and half as much on a successful one. If a creature is reduced to 0 hit points by this attack, or is already at 0 hit points, it loses an eye.

Spellcasting. The Witch of Hemwick is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The Witch of Hemwick has the following spells prepared:

Cantrips (at will): Dancing Lights, Mage Hand, Minor Illusion
1st level (4 slots): Mage Armor (already cast), Magic Missle, Sleep
2nd level (3 slots): Hold Person, Invisibility, Misty Step
3rd level (3 slots): Hypnotic Pattern
4th level (3 slots): Dimension Door
5th level (2 slots): Hold Monster, Scrying

Actions

Eye Scoop. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage. If the attack is made with advantage, it deals an additional 21 (6d6) extra damage.

Witch of Hemwick

Old witches reside in the outskirts of Yharnam, the hamlet of gravekeeper women, Hemwick.
Hidden away in the depths of their ancient hovels, the witches of Hemwick hold suspicious rituals in the dark of night. For the purpose of said rituals they gather the eyes of the living, as to utilize their insight. Fortunately with an overabundance of unwanted corpses provided by the unrest of Yharnam, the witches found a wealth of eyes for the taking. Due to their excess the witches began to gruesomely clad themselves with the eyes they have gathered.

The Witch‘s Abode

The Witch‘s Abode is an ancient, sprawling wood construction that lies in the depths of the hamlet of Hemwick where the Hemwick Witches conduct their rituals to gain insight.

Lair Actions

When encountering a Witch of Hemwick in the Witch‘s Abode, a Witch can take lair actions. On initiative count 20 (losing initiative ties), a Witch of Hemwick takes a lair action to cause one of the following effects.

- If there are currently less than 3 Mad ones in the Witch‘s Abode, a Mad one is summoned in the center of the Abode.
- A thick fog fills the room, hindering sight of any creature in the Witch‘s Abode. Any attack made against a target that is 10 feet of further away from a creature is made with disadvantage. The fog does not affect Witches of Hemwick. The fog lasts until another Lair Action is taken.
- A Witch of Hemwick teleports up to 40 feet within the Witch‘s Abode.
- A Witch of Hemwick casts a first or second level spell.
- A Witch of Hemwick in the Abode that died within the last minute is revived and returned to half her total hit points. Once this Lair Action is taken it cannot be taken again until 24 hours have passed.

Regional Effects

The wicked rituals of the Hemwick Witches have left their mark on the surrounding lands, which creates one or more of the following effects:

- Mad Ones spontaneously manifest within 3 miles of the Witch‘s Abode. When rolling for Initiative for a combat encounter in that area, roll a 1d100, on a 20 or less a Mad One spawns and attacks the party.
- A creature that finishes a long rest within 3 miles of the Hemwick Witch Den, must succeed a DC 13 Wisdom saving throw or is plagued by maddening visions and has its Wisdom score reduced by 1. A creature regains all Wisdom it lost this way once it finishes a long rest outside of the affected region.
- Corpses lose their eyes if they are left unattended overnight.

Suggested Encounter

- 4 Mad Ones
- 2 Witches of Hemwick

While fighting one or more Witches of Hemwick on their own is a decent challenge, they truely excel when they have back-up to keep player characters busy. The Witches of Hemwick stay back and use spells to incapacitate players with spells like hold person or Hypnotic Pattern. Their goal is to single out targets to make use of their Evisceration feature and then to retreat with spells like Invisibility and Misty Step.

Woodland Huntsman

The night of the hunt is not just limited to the city limits of Yharnam. The huntsmen of that call the Forbidden Woods their hunting ground are seasoned veterans and should not be underestimated.



Woodland Huntsman

Medium humanoid (human), chaotic neutral

Armor Class 13 (Leather Armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	9 (-1)	9 (-1)

Skills Athletics +5, Perception +1, Survival +1
Senses passive Perception 11
Languages Common
Challenge 1 (200 XP)

Equipment. Huntsmen are equipped with a Heavy Axe and a Torch, a Pitchfork, a Sabre and a Shield, or a Rifle. Additionally a Woodland Huntsman holds either two Molotov Cocktails, or two Oil Bombs.

Actions

Multiattack. The Huntsman makes one attack with its Axe and one attack with its Torch.

Heavy Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Torch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) fire damage.

Shield. A Woodland Huntsman equiped with a shield has a +2 bonus to its AC. This bonus is not yet included.

Actions

Multiattack. The Huntsman makes two attacks with its Sabre.

Sabre. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Aim. If it the Woodland Huntsman has not moved yet during its turn, it can give itself advantage on its next ranged weapon attack on its current turn. Once the Huntsman uses this feature its speed becomes 0 until the end of its turn.

Reload. The Woodland Huntsman has to spend a bonus action to reload its rifle before it can fire it again.

Actions

Hunter Rifle. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

Pummel. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Charging Attack. If the Huntsman has moved 20 ft. or more in a direct line towards a target and hits it with a Pitch-Fork attack, the attack deals an additional 9 (2d8) damage.

Actions

Pitch-Fork. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

Actions

Molotov Cocktail. The Woodland Huntsman throws a Molotov Cocktail at a point within 30 of it. Any creature within a 5-foot-radius of that point must make a DC 12 Dexterity saving throw, taking 5 (2d4) fire damage on a failed save, or half as much damage on a successful saving throw.

Actions

Oil Urn. The Woodland Huntsman throws an Oil Urn at a point within 30 of it. Any creature within a 5-foot-radius of that point must succeed on a DC 12 Dexterity saving throw or be covered in oil for one minute. A creature covered in oil has disadvantage on saving throws on effects and spells that cause fire damage. Additionaly attacks that cause fire damage have advantage against the creature covered in oil. As soon as a creature covered in oil takes fire damage, the oil burns up and is gone. A creature can use an action to remove the oil from itself or another creature within reach.

Snakes

The heart of the Forbidden Woods is home to a vicious breed of snakes that possess parasitic tendencies. They are lumped together in grotesque collectives that can grow to tremendous size. Each of their snapping heads is filled with poisonous fangs. While the young ones are only a danger if encountered in masses, the adults pose a far greater threat on their own.



Great Snake Ball

Large monstrosity, unaligned

Armor Class 14 (Natural Armor)
Hit Points 104 (11d10 + 44)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances poison
Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned
Senses blindsight 10 ft. passive Perception 10
Languages -
Challenge 4 (1100 XP)

Mass Of Heads. Due to its several heads, a Great Snake Ball cannot be surprised.

Actions

Multiattack. The Great Snake Ball makes 2 Bite or 2 Poison Bile attacks.

Bite. *:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4+3) piercing damage plus 10 (3d6) poison damage.

Poison Bile. *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one target. *Hit:* 14 (4d6) poison damage. The target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Poison Cloud (Recharge 5-6). The Great Snake Ball exhales a poisonous cloud in a 20-foot cube originating from the Great Snake Ball. The Cloud lasts until the beginning of the Great Snake Ball's next turn. Its area is heavily obscured. When a creature enters the cloud's area for the first time on a turn or starts its turn there, that creature must make a DC 13 Constitution saving throw. The creature takes 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. Poison Clouds of other Great Snake Balls cannot affect the same area at the same time.



Snake Ball

Medium monstrosity, unaligned

Armor Class 12 (Natural Armor)
Hit Points 16 (3d8 + 3)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	2 (-4)	10 (+0)	3 (-4)

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft. passive Perception 10
Languages -
Challenge 1/4 (50 XP)

Mass Of Heads. Due to its several heads, a Snake Ball cannot be surprised.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage plus 5 (2d4) poison damage. The target must make a DC 11 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one.



Snake Parasite

Huntsmen that explore too deep into the Forbidden Forest find themselves to be easy prey for its inhabitants. Tragically in many cases these huntsmen do not become a feast for the monsters of the forest, but a host instead. Upon acquiring a new host, the snakes utilize its body with great efficiency, as it provides the agility they lacked.

Snake Parasite

Medium monstrosity, chaotic neutral

Armor Class 15 (Natural Armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	5 (-3)	12 (+1)	5 (-3)

Skills Perception +3
Damage Resistances poison
Condition Immunities charmed, frightened
Senses blindsight 10 ft., passive Perception 13
Languages Common
Challenge 3 (700 XP)

Parasite. While the snakes remain within the head of the host, it is indistinguishable from a Woodland Huntsman, except that it wears a linen sack over its head. As soon as the Snake Parasite rolls for initiative its parasite breaks out of its head.

Host. The Host of the snake parasite is a corpse controled by the snake like a puppet. The Snake Parasite has advantage on saving throws against being stunned, paralyzed and being poisoned.

Actions

Multiattack. The Snake Parasite makes 2 Bite attacks. It can replace one of these attacks to attempt to grapple a target.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 7 (2d6) poison damage. This attack is made with advantage against a creature grappled by the Snake Parasite.

Shadow of Yharnam

The Shadows of Yharnam are ancient enforcers of the will of Queen Yharnam, the Ptheumerian Queen of old.
They are recognized by their signature black robes which obscure most of their slender figures. The Shadows of Yharnam usually keep to the depths of the Pthumerian Dungeons below, but the will of their Queen has brought them to the surface for unknown reasons.
Each Shadow on their own is a formidable warrior. They are nimble and expertly trained to strike from the shadows. The Shadows of Yharnam are truly among the ptheumerian elite.



Shadow of Yharnam

Medium humanoid (pnumerian), lawful neutral

Armor Class 16 (Natural Armor)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Str +6, Dex +5
Skills Athletics +6, Acrobatics +5, Perception +6, Stealth +5
Senses darkvision 60 ft. passive Perception 13
Languages Celestial, Pthumerian
Challenge 4 (1100 XP)

Increased Proficiency. A Shadow of Yharnam's Proficiency modifier is +3.

Equipment. A Shadow of Yharnam is equiped with a Pthumerian Blade, a Morning Star and a Flame, or a Longsword and a Candle.

Actions

Multiattack Pthumerian Blade). The Shadow of Yharnam makes 3 attacks with its Pthumerian Blade.

Pthumerian Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) slashing damage.

Actions

Multiattack. The Shadow makes 3 attacks with its Longsword.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Candle. The Shadow of Yharnam blows into its candle and shoots forth fire from the flame. Each creature in a 15-foot cone must make a DC 14 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, and half as much on a successful one.

Actions

Multiattack. The Shadow of Yharnam makes 3 attacks with its Morning Star or 3 attacks with its Flame.

Morning Star. *:* +6 to hit, reach 5 ft., or range 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Flame. *Ranged Spell Attack:* +6 to hit, reach 5 ft., or range 120 ft., one target. *Hit:* 7 (2d6) fire damage.

Escalating Encounter

Escalating Encounters are combat scenarios that are separated in Combat Phases. Combat Phases represent how, as the combat progresses, the enemy resorts to additional powers, transformations or combat tactics and the drama of the fight further escalates. Of course this kind of format is meant for a narrative-driven combat and gives you an opportunity to find a creative solution as why the combat escalates and the Phases progress. The combat begins in Phase 1 by default. This can be a very basic combat scenario, the enemies pursuing an initial tactic, or making use of items or environmental features of the combat scenario. Every round at Initiative 20 check the conditions for the next phase, if they are fulfilled, progress to the next Phase. Phases always progress in order and no phases are skipped.

Escalating Encounter - Shadows of Yharnam

Encounter

3 Shadows of Yharnam, one equipped with a Ptheumerian Blade, one equipped with a Longsword and Flame, one equipped with a Mace and Candle.

Phase 1- Base Combat

The Shadows of Yharnam attack creatures trespassing. Their goal is to prevent anyone to access the School of Byrgenwerth (or whatever it is, that they are protecting). They will not chase creatures that retreat back into the forest, but will pursue any creature that gets past them.

Phase 2 - Snake Host Outbreak

Condition: *One of the Shadows of Yharnam is reduced to 0 hit points or is otherwise removed from combat, or two or more Shadows of Yharnam are below half of their maximum hit points.*

The snake parasites inhabiting the Shadows of Yharnam break out and enhance their combat abilities. Depending on the Shadow's equipment the following changes apply:

A Shadow's Ptheumerian Blade deals an additional 4 (1d8) fire damage on a hit.

A Shadow's Candle deals 18 (4d8) fire damage on a failed save, and half as much on a successful one.

A Shadow equipped with a flame gains the following action:

> ***Flame Barrage.*** The Shadow of Yharnam sends out three small fireballs towards a point or points within 120 ft. of it. Each creature within 5 feet of the point where a fireball hits must make a DC 14 Dexterity saving throw. A creature takes 7 (2d6) fire damage on a failed save, or half as much on a successful one.

Additionally the transformed Shadow's first melee weapon attack during its turn has a range of 15 feet and its range for attacks of opportunities becomes 15 feet.

Phase 3 - Madara's Whistle

Condition: *Two of the Shadows of Yharnam are reduced to 0 hit points or are otherwise removed from combat.*

The remaining Shadow of Yharnam summons a swarm of giant snakes that attack all enemies within 120 feet of itself. Each enemy creature is attacked by giant snakes and must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) piercing damage and 9 (2d8) poison damage.
To be able to summon the snakes, the Shadow of Yharnam must use Madara's Whistle.

In the following rounds at Initiative 20, roll 1d6. On a 5 or 6 the Shadow of Yharnam summons Madara again.

Challenge Adjustment

Everything considered, the overall damage of the Shadows of Yharnam are raised as the battle continues, but it is counter balanced against less shadows remaining. Treat this battle as a fight against two CR 4 and one CR 5 creatures.



Artwork by Peach Luo

created by dm-tuz



Brainsucker

Many who achieve the forbidden wisdom not meant for mortals are driven mad the truth of the cosmos. A few of those who were broken by eldritch knowledge do not simply lose their mind. Instead, they are overcome by a manic appetite for more. They begin to desperately seek out more insight into the universe, as their bodies change with each additional revelation.
Brainsuckers, as they are labeled by daring souls who seek eldritch knowledge of their own, are horrific mutants with a slender figure, elongated limbs, and tentacles sprouting from its deformed face. In their thirst for insight they assault cognitive creatures to steal their knowledge with a leech-like tendril, which can penetrate the skull and mind of a helpless victim. They do this in hopes that this creature carries further insight into the cosmos the Brainsucker craves.

Brainsucker

Medium aberration, neutral evil

Armor Class 14 (Natural Armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	14 (+2)	19 (+4)	8 (-1)

Senses blindsight 60 ft., passive Perception 14
Languages -
Challenge 4 (1100 XP)

Alien Mind. The Brain Sucker has advantage on all Intelligence, Wisdom, and Charisma saving throws against spells.

Grab. When the Brain Sucker successfully grabs a creature with an action, it can use its Brain Suck attack as a bonus action.

Empower. When the Brainsucker has successfully drained Wisdom from a creature, it becomes empowered for one minute. An empowered Brainsucker has advantage on all melee weapon attacks, deals an additional 9 (2d8) psychic damage with its Slam attacks, and cannot casts spells or maintain concentration on spells.

Innate Spellcasting. The Brain Sucker's spellcasting ability is Wisdom (spell save DC 14). The Brain Sucker can innately cast the following spells, requiring no material components:

2/per short rest: Hold Person

Actions

Multiattack. The Brainsucker makes 2 slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage plus 9 (2d8) psychic damage if the Brainsucker is empowered.

Brain Suck. The Brain Sucker attempts to drain the mind of an incapacitated creature within 5 feet of itself, or a creature grappled by it. The creature must make a DC 14 Wisdom saving throw. On a failed save a creature takes 33 (6d10) psychic damage and loses 1d4 points of Wisdom, on a successful save a creature takes half as much psychic damage and loses no Wisdom points.



Garden of Eyes

According to the theory of Provost Willem on the evolution of humanity, insight is the key to achieve the next step for humanity‘s ascension. To achieve insight, so he said, one must acquire eyes on the inside and line your brain with eyes to see the truth of the cosmos.
The Garden of Eyes are former test subjects that can be found in the now mostly forsaken school of Byrgenwerth. They were used as vessels to cultivate eyes. Their horrific mutation is evidence for the validity of Provost Willem‘s theory. Indeed, through the sudden surge of insight in the subjects, they mutated in the face of the revealed truths in unexpected ways. They took the form of fly-like monstrosities, which still prowl the grounds of Byrgenwerth to this day.

Garden of Eyes

Medium aberration, chaotic evil

Armor Class 14
Hit Points 45 (10d8)
Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	11 (+0)	9 (-1)	16 (+3)	6 (-2)

Skills Perception +5
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Vulnerabilities lightning
Senses passive Perception 15, darkvision 120 ft.
Languages -
Challenge 2 (450 XP)

Clumsy Flying. When the Garden of Eyes ends its turn in flight, it falls. If the Garden of Eyes is able to use its wings while falling it only takes half as much falling damage.

Alien Mind. The Garden of Eyes has advantage on all Intelligence, Wisdom, and Charisma saving throws against spells.

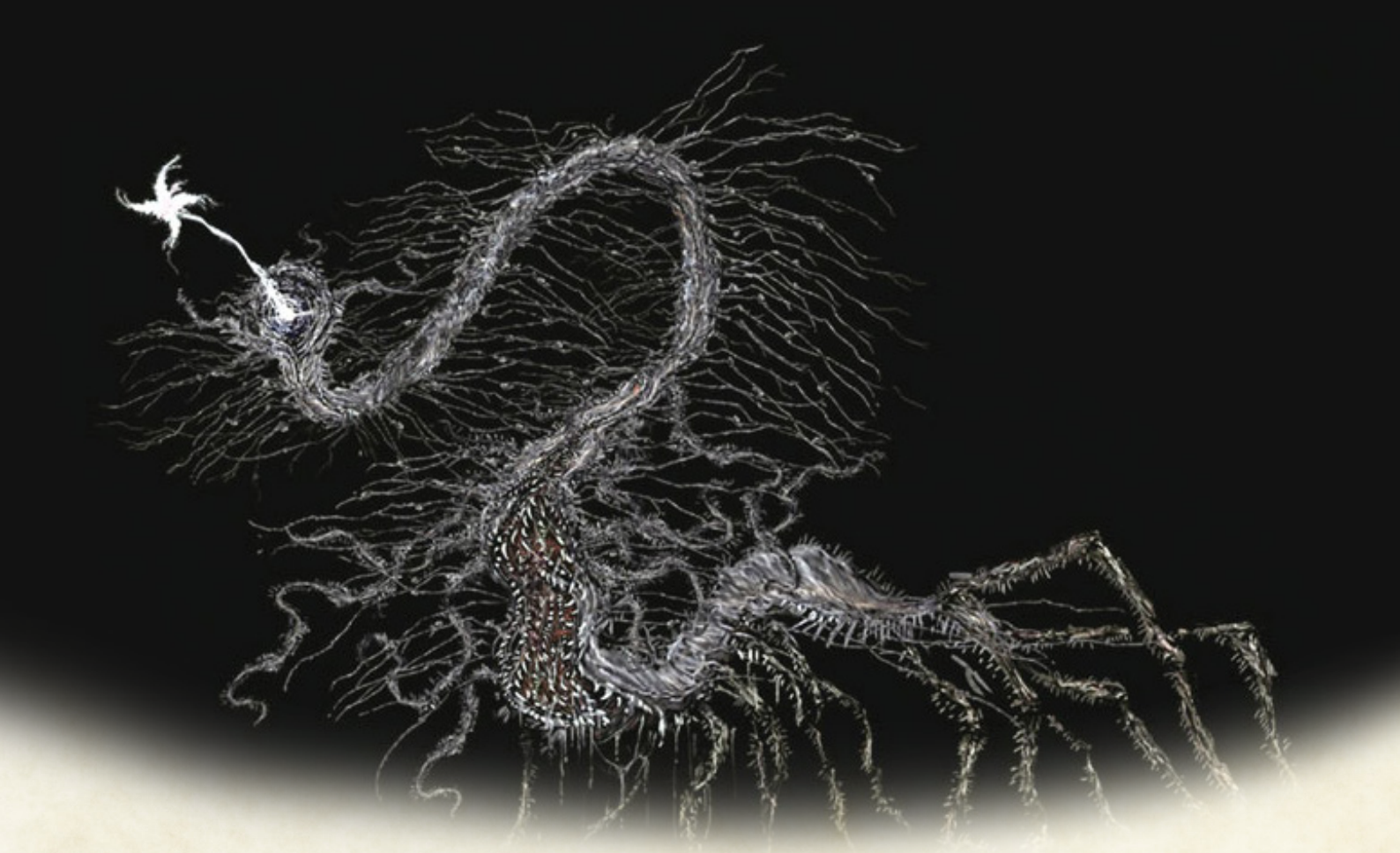
Charge. If the Garden of Eyes flies at least 10 ft. straight toward a creature and then successfully grapples it on the same turn, the Garden of Eyes can make a Frenzied Assault attack against the grappled creature as a bonus action.

Actions

Multiattack. The Garden of Eyes makes 2 claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Frenzied Assault. The Garden of Eyes assaults a grappled creature's body and mind. The creature has as to make a DC 13 Wisdom saving throw, on a failed save it becomes frightened until the end of the creature's next turn, on a successful save the creature takes 7 (2d6) psychic damage and is not frightened. If the creature is still frightened at the end of its next turn, it must make a DC 13 Wisdom saving throw or take 21 (6d6) psychic damage, or half as much on a successful one.



Fluorescent Flower

From a distance they may appeal as an astonishing beacon in the dark, like a beautiful flower among the horrors surrounding it. But as one is to approach this creature it immediately attacks with potent innate spells. These centipede-like creatures are covered with a sturdy hide and find themselves resilient to most attacks. Its weakness is the source of its brilliance.

Fluorescent Flower

Huge aberration, unaligned

Armor Class 14
Hit Points 95 (10d12 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	6 (-2)	18 (+4)	6 (-2)

Saving Throws Str +6, Con +6
Damage Resistances acid, cold, fire, poison, thunder, bludgeoning, piercing and slashing damage from nonmagical weapons
Senses passive Perception 14
Languages -
Challenge 6 (2300 XP)

Elevated. Because of the Fluorecent Flower's anatomy, creatures that are large sized or smaller within 5 feet of the Fluorescent Flower do not cause it to have disadvantage on ranged attacks as long as it targets creatures further away than 10 feet from itself.

Weakspot. The the Fluorescent Flower loses its resistance to bludgeoning, piercing and slashing damage from nonmagical weapons, as long as it is prone.

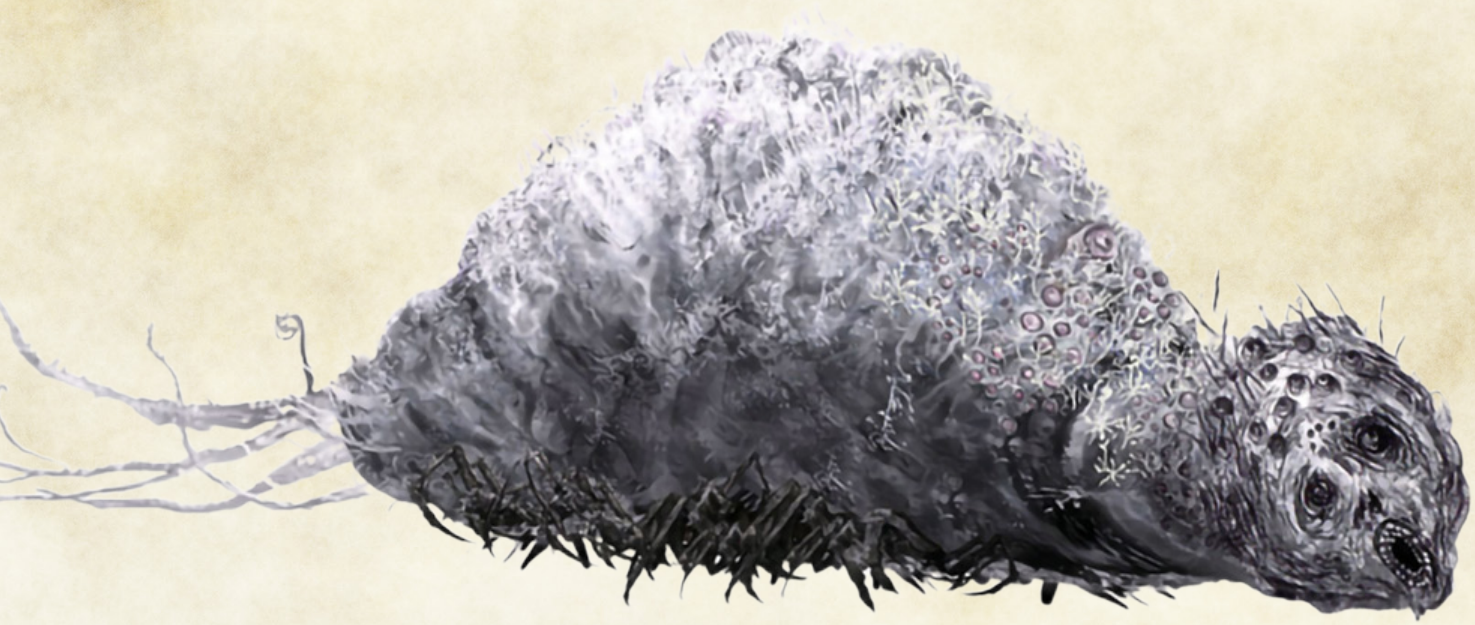
Alien Mind. The Fluorescent Flower has advantage on all Intelligence, Wisdom, and Charisma saving throws against spells.

Actions

Multiattack. The Fluorescent Flower makes 2 slam attacks or makes 2 fire blast attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage.

Fireblast. *Ranged Spell Attack:* +7 to hit, range 240 ft., one creature. *Hit:* 17 (3d8+4) fire damage. Any creature within 5 feet of the creature hit must succeed on a DC 15 Dexterity saving throw or take half as much fire damage as the creature hit.



Rom, the Vacuous Spider

Huge aberration, true neutral

Armor Class 11 (Natural Armor)
Hit Points 230 (20d12 + 100)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	20 (+5)	6 (-2)	20 (+5)	6 (-2)

Saving Throws Str +8, Int +2, Cha +2
Senses darkvision 120 ft. passive Perception 15
Languages Understands any language, Telepathy 100
Challenge 10 (5900 XP)

Legendary Resistance (3/Day). If Rom, the Vacuous Spider fails a saving throw, she can choose to succeed instead.

Alien Mind. Rom has advantage on all Intelligence, Wisdom, and Charisma saving throws against spells.

Actions

Multiattack. Rom, the Vacuous Spider makes 2 Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6+4) bludgeoning damage.

Eldritch Force. Rom unleashes a wave of cosmic energy within a 20-foot-radius centered on herself. Each creature that is not a Child of Rom in that area must make a DC 17 Strength saving throw. On a failed save a creature takes 22 (4d10) force damage and is pushed back 5 ft. away from Rom. If the creature failed the saving throw by 5 or more it is additionally knocked prone. On a successful check a creature takes half as much damaged and is not pushed.

Eldritch Meteorites. Rom summons three eldritch meteors and sends them streaking towards a point or points within 120 feet of her. On impact the meteor explodes and each creature within 5 feet of the point of impact must succeed on a DC 17 Dexterity saving throw or take 13 (3d8) bludgeoning damage. This effect is magical for the purposes of overcoming damage reduction.

Legendary Actions

Rom, the Vacuous Spider can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Rom, the Vacuous Spider regains spent legendary actions at the start of its turn.

Detect. Rom makes a Wisdom (Perception) check.
Struggle (Costs 2 Actions). Rom makes a Slam attack.
Mother's Command. A Child of Rom within 20 ft. of Rom moves up to 10 feet and makes a melee weapon attack against a creature in reach.
Escape (Costs 3 Actions, Once Per Short Rest). Rom teleports up to 60 feet to a location she can see and summons 1d4+2 Children of Rom within 10 feet of herself. Once Rom used this Legendary Action she can't use it again until she has finished a short or long rest.

Rom, the Vacuous Spider

„Ahh, Kos or some say Kosm... Do you hear our prayers? As you once did for the vacuous Rom, grant us eyes, grant us eyes.“
- Micolash, Head of the School of Mensis

Rom was once a scholar of Byrgenwerth where she studied the occult and eldritch. Through some manner, thanks to her dilligent studies or as a joint effort of the school, she managed to make contact with a true great one: Kos.
As common for those to whom the mysteries of the cosmos have been revealed, was Rom changed to take a new form. Even though she gained insight, she lost much of her higher cognitive functions. She traded complex thoughts for an innate awareness in the great universe and those that share it with her. This earned her the title of Rom, the Vacuous Spider.
In spite of her new form and widened consciousness, Rom remained loyal to the school of Byrgenwerth, though it could also be argued that exactly because of her dulled mind she has become an easy target for manipulation. Regardless, Rom utilizes her newfound powers to veil ill omens and other signs of the eldritch from the populus of Yharnam, to maintain the illusion of the mundane.

Suggested Encounter & Tactics

- 4 Rom‘s Children
- 1 Rom, the Vacuous Spider

Rom is always found surrounded by her spawn, who will protect her from any character that will try to engage with her in melee. The Rom‘s Children will always remain within 30 feet of Rom, while Rom will use her Eldritch Meteorites and prioritize targets that damage her from afar. As soon as 2 or more hostile creatures are within 20 feet of Rom, she should use Eldritch Force to force them away and potentially set them up for her Children.
Depending on the composition of your party an encounter with Rom can differ dramatically. A group mostly composed of melee combatants with little way of crowd control will find themselves in a much harder fight than a group that has powerful spellcasters, as a well aimed fireball can reasonably kill most of Rom‘s Children in one strike. If you know your group can handle many low challenge enemies, feel free to add more of Rom‘s Children at your own discretion.
As a rule of thumb deploy one of Rom‘s Children for each player character. Same goes for when Rom uses her Escape action and spawns new Children: One Rom‘s Child for each player character.

Rom's Child

Medium aberration, true neutral

Armor Class 15 (Natural Armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Saving Throws Dex +4
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Vulnerabilities lightning
Senses darkvision 60 ft., tremorsense 60 ft. passive Perception 11
Languages -
Challenge 1 (200 XP)

Weakspot. Attacks made with advantage against one of Rom's Children ignores its resistance to bludgeoning, piercing, and slashing damage.

Alien Mind. The Brain Sucker has advantage on all Intelligence, Wisdom, and Charisma saving throws against spells.

Hamstring. When the Rom's Child hits a creature with an opportunity attack, the creature's sppeed becomes 0 for the rest of the turn.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Reckless Pounce (Recharge 6). The Child throws itself recklessly onto a creature within 5 feet of itself. The creature must succeed on a DC 13 Dexterity saving throw or take 17 (4d6+3) bludgeoning damage. The Child is then knocked prone and it's remaining movement becomes 0.



Snatcher

Large deformed humanoids stalk the starless nights of Yharnam, always searching for victims to snatch and return to their masters.
Snatchers are corrupted Pthumerians in service of the School of Mensis, to provide them with a regular supply of new test subjects for the schools gruesome experiments and rituals.
They are easily recognized by their tall and skinny bodies, clothed in dark gray robes and always carrying a sack over their shoulder. Despite their thin form, Snatchers are extraordinary strong, able to easily manhandle capable warrior, but they rarely use lethal force. They aim to incapacitate their victims to then abduct and deliver them to their wicked masters. Only if cornered they fly into a bloodthirsty rage in which they turn to deadly berserkers.

Snatcher

Large giant, neutral evil

Armor Class 14 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	9 (-1)	12 (+1)	6 (-2)

Saving Throws Dex +5, Con +6
Skills Athletics +8, Stealth +5
Senses darkvision 60 ft. passive Perception 11
Languages Understands Common, but doesn't speak
Challenge 5 (1800 XP)

Abduct. As an action the Snatcher can place an unconcious creature within reach in its burlap sack and abduct it. A creature in the abducted by the Snatcher remains unconcious until released from the sack. If the creature is dying it is stabilized but cannot gain hit points while it is in the sack. The Snatcher can use an action to release the abducted creature. Another creature can only release the abducted creature if the burlap sack is not held by the Snatcher . The Snatcher can only have one creature abducted at a time.

Rage (1/Day). When the Snatcher starts its turn with less than half health it falls into a rage for one minute. While in a rage the Snatcher gains +10 feet of movement speed and gains access to its Smash attack. Additionaly a raging Snatcher has advantage on all melee weapon attacks it makes and each attack against the Snatcher is made with advantage.

Actions

Multiattack. The Snatcher makes 2 Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage.

Smash (Recharge 4-6) (See Rage). The Snatcher uses its burlap sack to smash a 10-foot square originating from it. The abducted creature and each creature in the area must succeed on a DC 16 Dexterity saving throw. On a failed save a creature takes 27 (4d10+5) bludgeoning damage and is knocked prone, on a successful one a creature takes half as much and is not knocked prone. A creature in the sack automaticaly succeeds on its saving throw.



Cramped Casket

Large undead, chaotic evil

Armor Class 13 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	6 (-2)	11 (+0)	6 (-2)

Skills Athletics +7
Damage Immunities poison
Damage Vulnerabilities fire
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., tremorsense 10 ft. passive Perception 10
Languages -
Challenge 4 (1100 XP)

False Appearance. As an action the Cramped Casket can retreat into its casket. While the Cramped Casket remains motionless inside its casket, it is indistinguishable from a common casket.

Ambusher. A Cramped Casket has advantage on all attacks and grapple attempts made against a surprised creature. Additionally when the Cramped Casket successfully grapples a surprised creature it can make its multiattack against the grappled creature as a bonus action.

Actions

Multiattack. The Cramped Casket makes 4 Swipe attacks.

Swipe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage.

Necrotic Projectile. The Cramped Casket fires a part of its amalgam at a creature within 120 feet of itself. The creature must succeed on a DC 14 Dexterity saving throw or takes 13 (3d8) bludgeoning and 13 (3d8) necrotic damage.

Cramped Casket

The Cramped Casket is a horrific result of the unspeakable experiments of the School of Mensis that are performed in the unseen village of Yahar'gul. They are amalgams of processed bodies deemed unfit for the Schools most vile project.
Instead of simply discarding the bodies, they have been stored in caskets, but as the amount of bodies grew the students of Mensis found themselves in a shortage of caskets. Thus, the caskets were stuffed with the unfit corpses of the School's victims and forgotten. An unexpected result of this was the amalgamation of the bodies into these undead monstrosities who were left behind in Yahar'gul.

Darkbeast Parl

Found in the far away lands of Loran and brought to Yharnam, Parl was a subject well researched by the School of Mensis. Particularly fascinated by the inherit lightning the Darkbeast harbors was Archibald, an infamous inventor and known eccentric of the Healing Church. His goal was to reproduce the lightning of the Dark Beast for his own inventions and turned his back to the Healing Church when the School of Mensis offered him to study the creature.
The exact circumstances are unknown, but at one point of Archibalds experiments, Parl escaped. But Parl soon found itself trapped yet again in the labyrinthine architecture of Yahar'gul, where it is supposedly still lurking today.

Yahar'gul Minion

The Minions of Yahar'gul appear to be enhanced versions of the Minions that are deployed by the Huntsmen of Yharnam.

Minion of Yahar'gul

Large humanoid (human), chaotic neutral

Armor Class 13 (Natural Armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	7 (-2)

Skills Athletics +7
Senses darkvision 60 ft. passive Perception 10
Languages Common
Challenge 4 (1100 XP)

Charge. If the Minion of Yahar'gul has moved at least 20 ft. straight toward a creature and then hits it with a Body Check attack on the same turn, the target must succeed on a DC 15 Strength saving throw or is knocked prone. If the target is prone, the Minion can make one Slam attack against it as a Bonus Action.

Actions

Multiattack. The Huntsman's Minion makes 2 Slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Body Check. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 21 (3d10+5) bludgeoning damage.

Huntsmen of Yahar'ghul?
To represent the Huntsmen of Yahar'gul, use the Woodland Huntsmen and give them an additional hit dice, which raises their average Hit Points to 45.
The difference in strength of the Huntsmen of Yahar'gul and the Woodland Huntsmen is not dramatic enough to justify a higher Challenge rating, as the difference between a CR 1/2 and a CR 1 creature is much smaller as the difference between a CR 1 and a CR 2 creature.

Skeletal Beast

Skeletal Beasts are unique variants of Scourge Beasts that are found in Yahar'gul, the Unseen Village. Unlike their counter parts the Skeletal Beasts are undead Monsters spawned from the experiments of Mensis.

Skeletal Beast

Medium undead, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 144 (17d8 + 68)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	8 (-1)	13 (+1)	7 (-2)

Skills Athletics +9, Perception +4, Stealth +6
Damage Immunities poison
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Vulnerabilities fire
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages -
Challenge 7 (2900 XP)

Keen Smell. The Skeletal Beast has advantage on Wisdom (Perception) checks that rely on smell.

Blood Lust. The Skeletal Beast's Bite attack has advantage if it already has hit the same target with a claw attack during its current turn.

Brute. A melee weapon deals one extra die of its damage when the Skeletal Beast hits with it (included in the attack).

Actions

Multiattack. The Skeletal Beast makes 2 Claw attacks and one Bite attack.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) piercing damage.

Chime Maiden

With a simple chime of their bell, this Pthumerian woman is capable of summoning multiple creatures of pure blood to her aid.

Featuring Chime Maidens

A Chime Maiden is a creature capable of summoning several creatures with the sound of her bell. When featuring a Chime Maiden in an encounter designate creatures that are summoned by her. These creatures act as normal, but as soon as the Ringing-Bell Woman that summoned them is killed or incapacitated, they become stunned until the end of their next turn. The Chime Maiden does always act at Initiative 20, similar to a trap. On the Woman's turn she uses an action to resummon any of her summoned creatures that have been killed. Only if attacked in melee she will fight back using her dagger.
Rather than a creature on its own, feature the Chime Maiden as a puzzle for the players to solve.
Do not deploy her just as any other monster.
Have her either hiding or placed in a secure spot from the players.

Describe to the players how at the sound of a ringing bell creatures are summoned. Have the creatures that are resummoned emerge from the same location they have been initially summoned and allow the players to make Wisdom (Perception) checks to determine the location of the Chime Maiden.
Depending how fast the players are able to catch on to the situation the fight can become exponentially more difficult. If you decide to feature Chime Maiden start out with a simple scenario that allows the players to figure out how they work to then add more complexity to future encounters featuring Chime Maiden.
A rule of thumb is to assume that the difficulty of the encounter presented by the summoned monsters is raised by one tier if you feature a Chime Maiden (a medium difficulty encounter becomes hard etc.).



Chime Maiden

Medium humanoid (pthumerian), neutral evil

Armor Class 11
Hit Points 31 (7d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	13 (+1)	9 (-1)	17 (+3)

Senses passive Perception 9
Languages Pthumerian
Challenge 2 (450 XP)

Summoning. The Chime Maiden is a conduit that summons and resummons creatures. Any creature summoned by the Bell-Ringing Woman must remain within 120 feet of her and is always aware of her exact position as if it can see her. If the Chime Maiden is slain or becomes unconcious every creature summoned by her is stunned until the end of its next turn.

Actions

Multiattack. The Chime Maiden makes 2 Dagger attacks.

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Firebolt. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.



Darkbeast Paarl

Huge monstrosity, chaotic evil

Armor Class 16 (natural Armor)
Hit Points 180 (19d12 + 57)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	17 (+3)	6 (-2)	15 (+2)	6 (-2)

Saving Throws Dex +8, Wis +6
Damage Resistances lightning
Damage Vulnerabilities fire
Senses darkvision 120 ft. passive Perception 12
Languages -
Challenge 11 (7200 XP)

Legendary Resistance (3/Day). If the Darkbeast Paarl fails a saving throw, it can choose to succeed instead.

Battle Cry. After Darkbeast Paarl rolled for initiative, it can use a reaction to use Electric Howl.

Lightning Body. The Darkbeast Paarl's natural weapons are magical and deal an additional 4 (1d8) lightning damage when it hits with it (included in the attack).

Lightning Exhaustion. Once Darkbeast Paarl used Discharging Nova it can't use Electric Howl or Lightning Slam until the end of its next turn. Additionally its natural weapons will not deal any additional lightning damage until the end of its next turn.

Actions

Multiattack. The Darkbeast Paarl makes 3 Claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6+5) slashing damage plus 4 (1d8) lightning damage.

Electric Howl. Darkbeast Paarl unleashes a howl and releases part of its electricity within a 10-foot around itself. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed save a creature takes takes 22 (5d8) lightning damage and is pushed back 5 feet. On a successful save a creature takes half as much damage and is not pushed back.

Discharging Nova (Recharge 5-6). Darkbeast Paarl channels its electricity and unleashes it in an explosive burst. Each creature within a 20-foot radius of Darkbeast Paarl must make a DC 15 Dexterity saving throw. On a failed save a creature takes 45 (10d8) lightning damage and can't take reactions or use bonus actions until the end of Paarl's next turn. On a successful save a creature takes half as much damage and suffers no other effects. A creature that fails its save by more than 5 becomes stunned until the end of Paarl's next turn instead.

Legendary Actions

The darkbeast paarl can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The darkbeast paarl regains spent legendary actions at the start of its turn.

Detect. Darkbeast Paarl makes a Wisdom (Perception) check.
Shift. Darkbeast Paarl moves half its speed. This movement does not provoke attack of opportunities.
Claw (2/Round). Darkbeast Paarl makes a Claw attack.
Lightning Slam (2 Actions). Darkbeast Paarl slams down its Claws and unleashes a surge of electricity in a 15-foot cube originating from it. Each creature in the area must make a DC 15 Strength saving throw, taking 16 (4d8) lightning damage on a failed and half as much on a successful save.

created by dm-tuz



The One Reborn

The ascension of humanity is a dream shared by many scholars and students across Yharnam. Different factions seek different ways to realize this dream.
Among all schools of thought found in Yharnam, the School of Mensis is by far the most reckless in their endeavor of evolution, willing to sacrifice hundreds if not thousands of lives for their inhuman research. The One Reborn is testament to their ruthlessness.
The One Reborn is a gargantuan amalgam of countless humans, united in a sinister ritual. The One Reborn is the School of Mensis' attempt to uplift humanity through an act of forced evolution. But the experiment was a failure. Instead of recreating the unfathomable magnificence of a true Great One the School of Mensis created a perverse monstrosity of death and decay. Still, in face of their failure the School of Mensis did not discard their creation. To salvage their botched attempt of creating a Great One, they use The One Reborn as a powerful guardian of their future rituals.

The One Reborn

Gargantuan aberration, chaotic evil

Armor Class 8
Hit Points 232 (15d20 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	21 (+5)	6 (-2)	12 (+1)	6 (-2)

Saving Throws Str +12, Con +11, Wis +6
Damage Immunities poison
Damage Resistances necrotic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses blindsight 20 ft., darkvision 60 ft. passive Perception 11
Languages -
Challenge 13 (10000 XP)

Legendary Resistance (3/Day). If the The One Reborn fails a saving throw, it can choose to succeed instead.

Flailing Corpses. A creature that starts its turn in The One Reborn's space or within 5 feet of it must make a DC 18 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save and half as much on a successful one.

Actions

Multiattack. The The One Reborne makes 2 Slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage.

Vein Shot (Recharge 5-6). The One Reborn charges its necrotic energy and fires it at a creature within 120 feet of itself. The creature makes a DC 18 Constitution, taking 45 (10d8) necrotic damage on a failed save or half as much on a successful one. If the creature failed its saving throw and the damage of this attack reduces a creature to 0 hit points, it dies.

Discharge (1/Day). The One Reborn unleashes a stream of putrid liquid into a 30-foot radius centered on itself. This area counts as difficult terrain for each other creature other than The One Reborn. Each creature that ends its turn in the liquid must make a DC 18 Constitution saving throw. On a failed save a creature takes 18 (4d8) poison damage and is poisoned. On a successful save a creature takes half as much damage and is not poisoned. The putrid liquid remains for 10 minutes.

Legendary Actions

The the one reborn can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The the one reborn regains spent legendary actions at the start of its turn.

Shift. The One Reborn moves up to 10 feet. This movement does not provoke attacks of opportunity. The One Reborn cannot use this action if its movement is 0.
Rain Of Flesh. A body parts breaks off The One Reborn and falls on a creature in The One Reborn's Space or within 5 feet of itself. The creature must succeed on a DC 18 Dexterity saving throw or takes 13 (3d8) necrotic damage.
Slam (2 Actions). The One Reborn makes a Slam attack.

Silverbeast

Medium monstrosity, chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 119 (14d8 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	3 (-4)	14 (+2)	6 (-2)

Saving Throws Dex +6
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons, lightning
Damage Vulnerabilities fire
Condition Immunities charmed, frightened
Senses darkvision 120 ft. passive Perception 12
Languages -
Challenge 5 (1800 XP)

Keen Smell. The Silverbeast has advantage on Wisdom (Perception) checks that rely on smell.

Feral Rage. When a Silverbeast is reduced to less than half its hit points it becomes feral until it finishes a short rest. A feral Silverbeast goes down on all four and gains access to new actions. A feral Silverbeast is not able to use any weapons and will drop any object it is currently holding.

Lightning Empowerment. When a Silverbeast takes lightning damage it automaticaly recharges its use of Lightning Nova.

Brute. A melee weapon deals one extra die of its damage when the Silverbeast hits with it (included in the attack).

Actions

Multiattack. The Silverbeast makes 2 attacks with its Torch or with its Claw.

Multiattack (Feral Rage). The Silverbeast makes 3 attacks; 2 Claw attacks and one Bite attack.

Torch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4+5) fire damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) piercing damage.

Lightning Nova (Recharge 5-6). The Silverbeast unleashes a wave of lightning that spreads to a 5-foot radius around it. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed save a creature takes 27 (6d8) lightning damage and can't make reactions until the end of its next turn. On a successful save a creature takes half as much damage and suffers no other effect.



Silver Beast

From a distance, this beast might just seem peculiar. Similar to many of the victims of the beastly scourge, but walking upright and even utilizing tools. But upon closer inspection the true horror of the Silver Beast can be witnessed.
Their lanky bodies is contorted and crooked with wrinkled skin, shaggy fur and bones breaking their skin. Their heads are twisted and tilted sideways, opening up to a snapping maw filled with razor sharp teeth, adorned with expressionless round eyes.
Their lean bodies are not to be taken lightly. They harbor strength rivaling that of even greater beasts and possess an ability to channel lightning through their bodies, an innate trait that is found among certain beasts. Further their skin and bones possess a supernatural hardness that will deflect lesser weapons.
Silverbeasts are the embodiment of true beasthood, appearing only in places where reality is thin or absent entirely.



Crawler

Crawlers are mollusk-like creatures found exclusively in the nightmare realms, where they exclusively dwell in poisonous swamps.
In fashion with their home, Crawlers are disturbing sights, possessing several tentacles and teeth-filled, elongated maws that runs along their central bodies. They possess sensitive tendrils that grow along their backs, which allows them to sense the presence of potential prey. Further they are able to attack from a distance by spewing poisonous bile at their victims.
Crawlers do not seem to age, instead growing bigger with time. It is not uncommon to find gigantic specimens among them, which possess a vastly greater physical strength, as well the capability of utilizing poisonous gas.
Crawlers might share similarities with Great Ones and their kin, thanks to their physical form, but they are nothing but primitive predators native to the nightmare realms and are not known to ever leave the putrid swamps that spawned them.

Crawler

Medium aberration, unaligned

Armor Class 12 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	4 (-3)	13 (+1)	6 (-2)

Damage Immunities poison
Damage Resistances acid
Condition Immunities poisoned
Senses blindsight 60 ft. (blind beyond this radius) passive Perception 11
Languages -
Challenge 3 (700 XP)

Amphibious. The Crawler can breathe air and water.

Comulative Poison. A creature that takes poison damage from any of the Crawlers attacks has disadvantage on all Constitution saving throws against any Crawler's or Giant Crawler's attacks that deal poison damage.

Actions

Multiattack. The Crawler makes 3 Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Poison Spit. *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one creature. *Hit:* 22 (5d8) poison damage. The target must make a DC 13 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one.

Giant Crawler

Large aberration, unaligned

Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	4 (-3)	13 (+1)	6 (-2)

Damage Immunities poison
Damage Resistances acid
Condition Immunities poisoned
Senses blindsight 60 ft. (blind beyond this radius) passive Perception 11
Languages -
Challenge 6 (2300 XP)

Amphibious. The Crawler can breathe air and water.

Comulative Poison. A creature that takes poison damage from any of the Crawlers attacks has disadvantage on all Constitution saving throws against any Crawler's or Giant Crawler's attacks that deal poison damage.

Actions

Multiattack. The Crawler makes 2 Tentacle attacks and a Slam attack.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d4+6) bludgeoning damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage.

Poison Spit. *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one creature. *Hit:* 45 (10d8) poison damage. The target must make a DC 15 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one.

Poison Cloud (Recharges 5-6). The Giant Crawler expels poisonous vapors in a 15 ft. cube originating from it. Each creature in the area must make a DC 15 Constitution saving throw, taking 27 (6d8) poison damage on a failed saving throw and half as much on a successful one. The cloud lingers in the air until the end of the Giant Crawlers next turn. A creature that ends its turn in the cloud must make the same saving throw as the initial attack, taking the same damage on a failed save and half as much on a successful one.

Hateful Maggot

Hateful Maggots are found in many places that attract corruption and blood. Their true purpose or nature is unknown, as they have never been observed to mature or progress beyond their larvae state. Perhaps they are less creatures as they are symptoms of locations that have become twisted and wrong.

They are slippery and wild, jumping and snapping at any prey they can find, which makes encounters with them chaotic and hectic. Worst of all they are rarely encountered alone. They most often appear in large numbers and overwhelm their victims in a flood of twitching bites.

Hateful Maggots do have parasitic tendencies as well, as they are often found within bodies of beasts that frequent their habitats. Their hosts are often uncaring or oblivious to their presence, only to unleash their parasites at the moments of their demise.

Hateful Maggot

Tiny monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 10 (3d4 + 3)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	13 (+1)	2 (-4)	11 (+0)	3 (-4)

Saving Throws Dex +7
Damage Vulnerabilities fire
Senses tremorsense 30 ft. (blind beyond this radius) passive Perception 10
Languages -
Challenge 1/2 (100 XP)

Leaper. The Hateful Maggot's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start. The maggot treats any overland terrain as difficult terrain if it moves on foot.

Slippery. Attacks of opportunity made against a Hateful Maggot are made with disadvantage.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4+3) piercing damage.

Variant: Maggot-Infested Silverbeast

Silverbeasts that are infested with Hateful Maggots utilize their parasites in battle. As a bonus action a Maggot-Infested Silverbeast can have one of its Maggots emerge out of its body to make an attack using the Haterful Maggot's Bite attack against a target within range.

If damage reduces the Maggot-Infested Silverbeast to 0 hit points, 1d3+1 Hateful Maggots spawn from its body, unless the damage is fire or from a critical hit.

A Maggot-Infested Silverbeast has a Challenge of 6.



Giant Lost Child

Large aberration, chaotic neutral

Armor Class 12 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	20 (+5)	6 (-2)	9 (-1)	6 (-2)

Senses darkvision 60 ft. passive Perception 9
Languages -
Challenge 7 (2900 XP)

Twisted Strength. A Giant Lost Child counts as a Huge creature when grappling and when determining its carrying capacity and the weight it can push, drag, or lift.

Tantrum. The Giant Lost Child can only use its Tantrum action if it is missing any of its hit points.

Actions

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 19 (3d8+6) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6+6) bludgeoning damage. If a creature is hit by this attack twice in a single turn, it must succeed on a DC 18 Strength saving throw or is knocked prone.

Tantrum (Recharges 5-6). The Giant Lost Child enters a raging frenzy and makes 4 Stomp attacks.

Throw Boulder. The Giant Lost Child lifts and throws a huge boulder at a point between 30- to 120 ft of itself. Each creature in a 15-foot square centered on the point of impact must succeed on a DC 17 Dexterity saving throw or takes 27 (6d8) bludgeoning damage, if a large or smaller creature fails the save by 5 or more it is directly hit by the boulder and knocked prone.

Giant Lost Child

They are pitiful creatures, really. Lost Children are hulking monstrosities that wander the nightmare realms aimlessly. Their bodies are deformed, their heads almost fused to their torsos, and are covered in scars or other signs of abuse. In spite of their great strength, their minds are feeble, which makes them ideal targets for manipulation, if not enslavement.
Their minds are indeed very similar to that of children, combining innocence and oblivious cruelty. This makes them unpredictable when first encountered. Lost Children are prone to enter tantrums, which due to their enormus strength can make them dangerous opponents to face.



Amygdala



First time visitors of Yharnam will notice the numerous statues of this strange being. A large being with many limbs, a bulging head with many depressions in which eyes are nested. The statues are always positioned to seemingly observe, flanking stairwells or great halls, as if to signalize that they are always watching.
Amygdala is a true Great one that enjoys great reverence in the city of Yharnam. Though it is disputed if Amygdala is a deity in its own right or a class of Great Ones, as there exists mention of “The One Amygdala“ as well as the mention of “Amygdalas“ for there have been claims of multiple sights of this Great Ones by souls that dabbled with the eldritch. Since the true nature of The Great Ones escapes the understanding of the human consciousness, one cannot say which is true or not.
What cannot be disputed, though, is the influence Amygdala has over the world. Amygdala is acts in unpredictable ways. At times, it is a gatekeeper, a sharer of knowledge, a bringer of destruction or save passage alike.
Those who revere Amygdala will always be in doubt if their deity even is aware of their worship or even cares, because of its chaotic nature.



Fighting a Great One

Before using Amygdala or any other True Great One against your party make sure the party is ready to face this challenge. Be aware that Amygdala is immune to non-magical damage, so make sure that the group is able to even fight this monster. Further be aware that the Amygdala's Maddening Presence combined with its high mobility can shut down melee focused characters from combat entirely if they can't succeed on their Wisdom saving throws and remain frightened.
Alternatively you can consider removing the damage immunity and lower the DC of Amygdala's Maddening Presence.

Amygdala

Gargantuan aberration (great one), chaotic neutral

Armor Class 18 (natural armor)
Hit Points 217 (15d20 + 60)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	19 (+4)	17 (+3)	21 (+5)	15 (+2)

Saving Throws Dex +8, Con +12, Wis +9, Cha +7
Skills Athletics +12, Acrobatics +8, Insight +10, Perception +10
Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Resistances acid, psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 20
Languages Deep Speech
Challenge 15 (13000 XP)

Legendary Resistance (3/Day). If Amygdala fails a saving throw, it can choose to succeed instead.

Standing Leap. The Amygdala's long jump is up to 40 ft. and its high jump is up to 60 ft., with or without a running start.

Great One. The Amygdalas natural weapons are magical. Additionaly it has advantage on Wisdom saving throws against magic.

Actions

Multiattack. The Amygdala can use its Maddening Presence. It then makes three attacks; 2 Claw attacks and 1 Eldritch Smash attack.

Claws. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

Eldritch Smash. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage plus 7 (2d6) force damage.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6+6) bludgeoning damage.

Eye Laser (Recharges 5-6). Amygdala fires a ray of eldritch energy in a 60-foot line that is 10 feet wide within 120 ft. Each creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) force damage on a failed and half as much on a successful one.

Maddening Presence. Each creature of the Amygdala's choice that is within 120 feet of the Amygdala and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success, and taking 5 (2d4) psychic damage on a failure. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Amygdala's Maddening Presence for the next 24 hours.

Legendary Actions

Amygdala can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn Amygdala regains spent legendary actions at the start of its turn.

Stomp. Amygdala makes a Stomp attack.
Move. Amygdala moves up to half its speed.
Maddening Presence. The Amygdala uses its Maddening Presence.
Amygdala Leap (2 Actions). The Amygdala leaps up into the air and lands in a place within 40 ft of it. Each creature within 5 ft. of it as it lands must make a DC 18 Dexterity saving throw. On a failure a creature takes 15 (2d8+6) bludgeoning damage and is knocked prone. On a successful save a creature takes half as much damage and is not knocked prone.
Acidic Discharge (3 Actions) (1/Short Rest). The Amygdala violently shakes its head, spreading acid in a 20 ft cube originating from it. Each creature in that area must make a DC 18 Dexterity saving throw, taking 20 (8d4) acid damage on a failed save and half as much on a successful one. The zone persists for 6 seconds (one round) and is considered difficult terrain. A creature takes 20 (8d4) acid damage when it enters the zone for the first time on a turn or ends its turn there.



Scholar

The lecture building of Byrgenwerth used to be a place of learning and ambition. Under the guidance of Provost Willem many great minds were united in the pursuit of knowledge and progress of humanity. But none of those studying in this institution was aware of the consequences of amassing eldritch knowledge, let alone consuming it.

The once respected University has changed, as even the presence of recordings of the cosmic truths leave a mark upon the material world. The building itself has transcended into it's own plane of existence. Within this Demi-Plane the remaining students of Byrgenwerth were left with nothing but to continue their studies, oblivious of their situation. Too encompassing is the temptation of the knowledge kept in these halls.

Through both the excessively high comprehension of the Great Ones, and as through the mere presence of the amassed eldritch knowledge, the students of Byrgenwerth were changed to gelatinous beings, more mollusk than man. Despite their mutation, the Students seem content in their studies and will continue doing so evermore.

Scholar

Medium aberration, unaligned

Armor Class 10
Hit Points 37 (5d8 + 15)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	18 (+4)	16 (+3)	7 (-2)

Skills Arcana +8, History +8, Nature +8, Religion +8
Damage Resistances bludgeoning, slashing
Senses passive Perception 13
Languages Common, Deep Speech
Challenge 1 (200 XP)

Alien Mind. The Scholar has advantage on all Intelligence, Wisdom and Charisma saving throws against spells.

Gastropod. The Scholar ignores movement restrictions caused by difficult terrain. Additionally the Scholar can climb difficult sufaces, including upside down on ceilings, without needing to make an ability check.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 10 ft., *Hit:* 5 (1d6+2) bludgeoning damage plus 7 (2d6) psychic damage.

Spitting Concoction. The Scholar spits a mysterious concoction. A creature, or two creatures within 5 feet of each other, within 60 feet of the Scholar must succeed on a DC 14 Dexterity saving throw or take 18 (4d8) psychic damage.

Mind Melting Spray. The Scholar sprays a mind melting fluid in a 15-foot cone originating from itself. Each creature in the cone must make a DC 14 Dexterity saving throw, taking 9 (2d8) psychic damage on a failed save and half as much on a successful one.

Nightmare Apostle

Great Ones have long since transcended the Material World and now reside in an elevated state within the Nightmare Realms. It is possible for mortals under rare circumstances to traverse these Nightmare Realms. There in the Nightmare Realm one could make contact with a Great One, or even yet, have an audience with them. Nightmare Apostles are humans who have basked in the horrific splendor of a Great One, changed forever by this event. They were changed to spider-like beings to traverse the worlds to share their experience, as their minds have been broken and reforged.
While the appearance of Nightmare Apostles is rare, in the Ritual of Mensis, many students of the School of Mensis were able to enter a Nightmare Realm of their own design. There they witnessed Mergo the newborn, which resulted in most of the Students of Mensis to become Nightmare Apostles, who now remain in their Nightmare to serve the newborn Mergo.



Nightmare Apostle

Medium aberration, unaligned

Armor Class 16 (Natural Armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	12 (+1)	8 (-1)	18 (+4)

Senses darkvision 60 ft., tremorsense 30 ft. passive Perception 9
Languages Telepathy 60 ft.
Challenge 2 (450 XP)

Pack Tactics. The Greater Nightmare Apostle has advantage on an attack roll against a creature if at least on eof the Greater Nightmare Apostle's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spider Climb. The Nightmare Apostle can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The Nightmare Apostle makes 2 Claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6+3) slashing damage.

Eldritch Burst. The Nightmare Apostle unleashes a small blast of arcane energy against a creature within 10 ft. of itself. The creature must succeed on a DC 14 Dexterity saving throw or take 22 (4d10) force damage.

Greater Nightmare Apostle

Huge aberration, unaligned

Armor Class 15 (Natural Armor)
Hit Points 147 (14d12 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	13 (+1)	14 (+2)	19 (+4)

Senses darkvision 120 ft., tremorsense 30 ft. passive Perception 12
Languages Telepathy 60 ft.
Challenge 7 (2900 XP)

Pack Tactics. The Greater Nightmare Apostle has advantage on an attack roll against a creature if at least on eof the Greater Nightmare Apostle's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spider Climb. The Greater Nightmare Apostle can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The Greater Nightmare Apostle makes 2 Claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 19 (3d8+6) slashing damage.

Eldritch Explosion (Recharge 5-6). The Greater Nightmare Apostle unleashes a powerful blast of eldritch energy in a 15-foot square originating from it. Each creature in the blast must make a DC 15 Dexterity saving throw or takes 33 (6d10) force damage.

Winter Lantern



In the Nightmare Realms there are not many things that can bring one peace of mind. Across any corner one is to find events and sights that will challenge the stability of one's mind. But there, in the distance, one can hear gentle song carried by the wind. As one is to follow this strangely alluring tune its tone shifts to a dissonant litany. The source of this melody is nothing short but one of the greatest horrors of the Nightmare Realms.
Its sight alone is enough to drive one into an insanity out of this world. Upon a slender frame sits a horrific amalgam of eyes and small bodies from which sprout two appendages. Worst of all, as each moment of gazing upon this horror shreds one's mind, there is a bizarre allure to its sight, as its lower body seems almost familiar and inviting, making it hard for one to avert ones eyes.

Though its mere sight will burn into one's consciousness forever, to remember the exact form of this creature changes anytime that forsaken memory is called upon. It will leave one wondering amidst the lingering insanity the encounter with this creature will leave behind; why did this unwordly thing seem so familiar to me?

Winter Lantern

Medium aberration, unaligned

Armor Class 13 (natural armor)
Hit Points 84 (13d8 + 26)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	4 (-3)	14 (+2)	21 (+5)

Skills Perception +6
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses darkvision 120 ft., truesight 60 ft., passive Perception 16
Languages Any
Challenge 9 (5000 XP)

Magic Weapons. The Winter Lantern's weapons are magical.

Magic Resistance. The Winter Lantern has advantage on saving throws against spells and other magical effects.

Mindmelting Gaze. When a creature that can see the Winter Lantern starts its turn within 30 ft. of the Winter Lantern, the Winter Lantern can force it to make a DC 16 Wisdom saving throw, taking 27 (5d10) psychic damage on a failed save and half as much on a successful one. If the saving throw fails by 5 or more it takes 50 psychic damage instead.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the Winter Lantern until the start of its next turn, when it can avert its eyes again. If the creature looks at the Winter Lantern in the meantime, it must immediately make the save.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) bludgeoning damage and the creature is grappled by the Winter Lantern (escape DC 14). As long as the creature is grappled it has disadvantage on Wisdom saving throws against the Winter Lantern's Mindmelting Gaze ability and cannot avert its eyes. The Winter Lantern can have only one creature grappled at a time.

Micolash Host of the Nightmare

The School of Mensis was founded shortly after Laurence left Byrgenwerth. Among others the founders of the school consisted of renegade students that followed Laurence. Micolash was one of these students.
While cooperating with the Healing Church, the School of Mensis was its own entity, researching their own ways to evolve mankind independently.
The result of their audacious research led the School of Mensis to perform a ritual which would drive Yharnam into a crisis of beast and madness.
In an effort to make contact with a true Great One the School of Mensis created a Nightmare Realm of their own design: The Nightmare of Mensis. This realm would be the crib of Mergo. But each nightmare has to be created and Micolash as a senior of Mensis was the one chosen to become its host, as the rest of the School's students would send their consciousnesses to gain audience with Mergo.



Micolash

Medium humanoid, neutral evil

Armor Class 13 (mensis garb)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	16 (+3)	9 (-1)	20 (+5)

Saving Throws Dex +6, Wis +3, Cha +9
Skills Arcana +7, History +7, Religion +7, Perception +3
Senses passive Perception 13
Languages Common, Deep Speech, Telepathy 30 ft.
Challenge 9 (5000 XP)

Legendary Resistance (1/Day). If the Micolash fails a saving throw, he can choose to succeed instead.

Spellcasting. Micolash is a 14th-level Warlock. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Micolash knows the following spells:

Cantrips (at will): Eldritch Blast, Minor Illusion
1st-6th level (3 6th-level slots): Expeditious Retreat, Invisibility, Hunger of Hadar, Hypnotic Pattern, Dimension Door, Contact Other Plane

Actions

Multiattack. Micolash makes 3 Unarmed attacks or 3 Eldritch Blast attacks.

Unarmed Attack. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Eldritch Blast. *Ranged Spell Attack:* +9 to hit, reach 5 ft., or range 120 ft., one target. *Hit:* 10 (1d10+5) force damage. If the creature is size medium or smaller it must succeed on a DC 16 Strength saving throw or is pushed back 10 ft.

Augur Of Ebrietas. Micolash calls forth a momentary manifestation of Ebrietas, as eldritch tentacles lash forth in a 30 ft. line that is 5 ft. wide. Each creature in that line must make a DC 17 Strength saving throw. On a failed save a creature takes 16 (3d10) force damage and can't take reactions until the end of its next turn. On a successful save a creature takes half as much damage and suffers no other effects.

A Call Beyond (Recharge 5-6). Micolash calls upon the eldritch energies of the cosmos and unleashes them against each creature within 20 ft. of him. Each creature in the area must make a DC 16 Dexterity saving throw, taking 44 (8d10) force damage on a failed and half as much on a successful one.

Reactions

Great One's Ward (Recharge 5-6). Micolash gains resistance against the damage of an attack that hits him.

Legendary Actions

Micolash can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Micolash regains spent legendary actions at the start of its turn.

Move. Micolash moves up to half of his speed.
Detect. Micolash makes a Wisdom (Perception) check.
Eldritch Barrage (2 Actions). Micolash fires 3 Eldritch Blasts.
Augur Of Ebrietas (2 Actions). Micolash uses Augur of Ebrietas.
Spell (3 Actions). Micolash casts a Spell.

Ethereal Walker

While at first sight, the Ethereal Walker may seem like an undead being, its nature is simply the one of an animated puppet, constructed from the mummified remains of a rotting corpse.
Like on strings, these constructs are controlled by its master who directs them to do their bidding. Unless completely destroyed these puppets will rise up again and again as long as their master desires.



Ethereal Walker

Medium construct, unaligned

Armor Class 12 (natural armor)
Hit Points 18 (4d8)
Speed 10 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	11 (+0)	1 (-5)	12 (+1)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, intoxicated, paralyzed, poisoned, unconscious
Senses blindsight 60 ft. passive Perception 11
Languages Telepathy with its master 60ft.
Challenge 1/4 (50 XP)

Floating. The Etheral Walker cannot fly higher than 5 feet above any surface.

Master's Bond. An Ethereal Walker is bound to a master. It can communicate with its master telepathically and are always aware of their exact position as long as it is within 60 ft. of them.

Persistent. Once the Etheral Walker is reduced to 0 hit points it collapses and remains stunned until the end of its next turn. It then rises back up at full hit points. The Ethereal Walker dies when its master dies.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., *Hit:* 6 (1d8+2) bludgeoning damage.

Micolash Suggested Encounter & Tactics

If you want to feature a combat encounter with Micolash inspired by his boss fight in Bloodborne, consider to set up a combat environment in which Micolash can deploy traps and minions to stall the players. After all, most likely the players would fight Micolash in his own domain, his own Nightmare, over which he has control over. Be aware that because of the potential complexity of a full-on fight with Micolash, the encounter with Micolash should be segmented between minor combat encounters, trap rooms and chasing after Micolash. The true difficulty from an encounter with Micolash should not come from fighting Micolash himself, but instead facing the gauntlet the players have to overcome to reach him in the first place. You can very well spend an entire game session just facing Micolash in his Nightmare.

The cannon fight with Micolash is used as an example for what an encounter with Micolash could look like:

Part 1 - Chase through the Library

The players have to navigate a library with narrow corridors, Ethereal Walkers or other low challenge enemies block their way while Micolash retreats and occasionally fires Eldritch Blasts at players. The chase ends in Micolash‘s study where he faces the players himself. Upon his defeat Micolash disappears, leaving the players to patch themselves up and investigating the room, where they find a hidden switch that opens a path forward.

Part 2 - Ascending Stairs

A medium difficulty combat encounter on the spiral stairs to the next level blocks the player‘s path, while they hear the still alive Micolash taunts them and reminds them, that they are facing him in his world.

Part 3 - The Maze

Micolash continues to lure the players through another maze, this time utilizing connected mirrors that only he is able to traverse to lead players into dead-ends where they are assaulted by monsters (easy combat encounters). It is up to the players to figure out a way to corner Micolash to finish him up for good.

Mergo‘s Attendant



Maintaining the seat of Mergo are its Attendants. Strange humanoid beings, clearly not natural, who guard the approach to Mergo‘s Cradle.
Each of these many attendants serve voluntarily, each of them were once men and women of the School of Mensis that participated in the Mensis Ritual. They were twisted and formed into these diminutive forms by the dream logic of the Nightmare itself: servants to Mergo, the infant Great One.

Mergo's Attendant

Small aberration, lawful evil

Armor Class 16 (Chainmail)
Hit Points 38 (7d6 + 14)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	11 (+0)	12 (+1)	8 (-1)

Senses darkvision 60 ft. passive Perception 11
Languages Deep Speech
Challenge 2 (450 XP)

Sneak Attack (1/turn). The Mergo's Attendant deals an extra 7 (2d6) damage when it hits a target with a weapon Attack and has advantage on the Attack roll, or when the target is within 5 ft. of an ally of the Mergo's Attendant that isn't Incapacitated and the Mergo's Attendant doesn't have disadvantage on the Attack roll.

Actions

Multiattack. The Mergo's Attendant makes 2 melee weapon attacks.

Scourge Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4+3) slashing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 9 (2d8) poison damage. The target must succeed on a DC 12 Constitution saving throw, taking the poison damage on failed save and half of it on a successful one.

Mergo‘s Chief Attendant



These creatures preside over the Nightmare, commanding the hordes of smaller attendant, only answering to the wishes of Mergo and its Wet Nurse themselves. The Chief Attendants are vigil in her duty and are endlessly diligent caretakers.

Mergo's Chief Attendant

Medium aberration, lawful evil

Armor Class 16 (Chainmail)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	12 (+1)	14 (+2)	8 (-1)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Deep Speech
Challenge 6 (2300 XP)

Brute. A melee weapon deals one extra die of its damage when the Mergo's Chief Attendant hits with it (included in the attack).

Actions

Multiattack. The Mergo's Chief Attendant makes 3 attacks; two with its Cleaver and one with its Chain Whip.

Cleaver. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage. If a target is hit by this attack twice in one turn, it takes an additional 9 (2d8) poison damage.

Chain Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 9 (2d4+4) bludgeoning damage.

Reactions

Sudden Whip. Mergo's Chief Attendant makes a Chain Whip attack against a creature that enters its range.



Mergo

Mergo is a newborn Great One, nothing more but an infant but yet a being of immense unrealized potential. While many of the Great Ones are being revered in the clergies of Yharnam, Mergo is not represented in any of the Pantheon of the Great Ones. Mergo‘s birth itself is well-kept secret by the School of Mensis and the Healing Church. The very existence of Mergo is unknown, but felt. As Mergo‘s conception and birth is the catalyst of the catastrophe that ails Yharnam, whose citizens are unaware of its presence except for the occasional cries of a crying child being carried by the wind in the dark of night.

Mergo‘s Wet Nurse

Atop Mergo‘s Loft, the heart of the Nightmare of Mensis lies Mergo‘s Cradle, in which Mergo, the newborn Great One rests and grows. But young Mergo is far from being unprotected, as endless waves of horrors and minions protect every level of the loft, but atop right at Mergo‘s Cradle itself, is Mergo‘s last line of defense and prime caretaker: the Wet Nurse.
The Wet Nurse, at first glance, has an almost angelic and grand frame, but in truth she is a horror born out of necessity from Mergo‘s Nightmare itself, created as Mergo‘s surrogate mother and protector.

Mergo's Wet Nurse

Huge aberration, lawful neutral

Armor Class 17 (natural armor)
Hit Points 252 (24d12 + 96)
Speed 40 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	18 (+4)	16 (+3)	19 (+4)	7 (-2)

Saving Throws Dex +10, Int +7, Wis +9, Cha +3
Skills Perception +9
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., truesight 60 ft. passive Perception 14
Languages Celestial, Deep Speech
Challenge 18 (20000 XP)

Legendary Resistance (3/Day). If the Mergo's Wet Nurse fails a saving throw, it can choose to succeed instead.

Magic Weapons. The weapons of Mergo's Wet Nurse wields 6 magical scimitars.

Actions

Multiattack. The Mergo's Wet Nurse makes 4 Scimitar attacks.

Scimitar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 16 (3d6+6) slashing damage.

Blade Dance. Mergo's Wet Nurse can only use this Action if she has not moved yet during her current turn. She moves up to half her speed without provoking opportunity attacks while swinging her Scimitars. Each creature she passes, that is within reach of her Scimitars must make a DC 19 Dexterity saving throw, taking 31 (9d6) slashing damage on a failed save and half as much on a successful one. Mergo's Wet Nurse movement then becomes 0 until the end of her turn.

Flurry (Recharge 5-6). Mergo's Wet Nurse makes 6 Scimitar attacks. If a creature is hit by one of these Scimitar attack, the next of these Scimitar attacks targeting the same creature is made with advantage.

Legendary Actions

Mergo's Wet Nurse can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Mergo's Wet Nurse regains spent legendary actions at the start of its turn.

Detect. Mergo's Wet Nurse makes a Wisdom (Perception) check.
Move. Mergo's Wet Nurse moves up to half her speed.
Scimitar. Mergo's Wet Nurse makes a Scimitar attack.
Flying Lunge (2 Actions). Mergo's Wet Nurse flies up to her speed and then makes a Scimitar attack. This movement does not provoke opportunity attacks.

Escalating Encounter - Mergo‘s Cradle

Encounter

Mergo‘s Wet Nurse and Mergo (not physically present, but its presence is felt), atop of Mergo‘s Loft.

Phase 1- Cry of the Newborn

At initiative 20, Newborn Mergo unleashes a harrowing cry. Each character present at the top of Mergo‘s Loft except for the Wet Nurse must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success, and taking 5 (2d4) psychic damage on a failure. If a creature‘s saving throw is successful or the effect ends for it, the creature is immune to Mergo‘s cries.

Phase 2- Nightmare Veil

Condition: *It is the second round of combat.*
The entire top of Mergo‘s Loft is covered in magical darkness that restricts sight. Within the darkness a creature sees within 10 feet of it as if it were bright light, and within 20 feet as if it were in dim light. Any distance further than that is covered by opaque magical darkness. The Nightmare Veil remains until the Wet Nurse is destroyed or otherwise removed from combat.

Phase 3- Deathly Duo

Condition: *Mergo‘s Wetnurse is below half of her maximum hit points.*
Mergo creates a copy of the Wet Nurse, which rolls for initiative. The copy possesses the same statistics as the Wet Nurse except that is has no Legendary Resistances, no Flurry Action, and no Legendary Actions. The copy disappears the moment the Wet Nurse is destroyed or otherwise removed from combat.

Challenge Adjustment

While Phase 1 and 2 are obstructing the players, only Phase 3 increases the damage the players will have to deal with per round, by introducing a Challenge 9 creature as reinforcements.
Calculate the difficulty of this combat as a fight against a Challenge 20 creature.



Artwork by Shimhaq98

Gehrman, the First Hunter

Gehrman is the keeper of the Hunter‘s Dream, a demi-plane that bound countless hunters to it. Inside the Hunter‘s Dream a hunter receives both training and direction to their next hunt. It is both a sanctuary and a prison. While Hunters are safe in the Dream, they are bound by it, to always return to this world if they fail their hunt, never knowing true rest until their objective is complete. Only Gehrman is one to grant one mercy from the dream. Each hunter that passes through it, is remembered by one of the many graves adorning the gardens of the Hunter‘s Dream. But Gehrman himself is forever bound to be its keeper.

Long before the Dream, Gehrman was an accomplished prospector in service of the School of Byrgenwerth. He led many successful expeditions into Pthumerian Dungeons and was key to the scholar‘s discovery of the old blood; the source of blood healing.

After the establishment of blood healing Gehrman‘s expertise in the fight of monsters were needed once more, as with the usage of blood healing came the emergence of beasts.

While at first Gehrman was deployed to slay the occasional mutant at first, soon the healing church realized that there was a direct correlation between the use of blood and the appearance of beasts. An organisation dedicated to the hunt of beasts was needed and the Hunter‘s Workshop was born and Gehrman became the First Hunter. Gehrman established the Hunters, passing on all the knowledge he accumulated on his many fights with the beasts. His teachings became the basis of the Hunters‘ unique fighting style, armaments, and tactics.

Among his first students was a peculiar student, a descendant of a cursed bloodline who sought acceptance in the rank of the Hunters; Maria.

Maria turned out to be one, if not, Gehrman‘s greatest student. Her great talents caught his attention, and he kept a close eye on her throughout her training. Over time Gehrman grew fond of her, not just as a student, to the point of obsession. But tragedy struck when Gehrman‘s beloved student died.

Gehrman was inconsolable over the loss of his beloved Maria. Over years, he was never able to forget her and this very pain pushed him to commune with a mysterious higher power to mend his pain, and return his beloved Maria.

Gehrman the First Hunter

Medium humanoid (human), lawful neutral

Armor Class 19 (+2 Hunter's Garb)
Hit Points 255 (30d8 + 120)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	18 (+4)	17 (+3)	20 (+5)	12 (+1)

Saving Throws Str +11, Dex +11, Int +9, Wis +11
Skills Athletics +11, Acrobatics +11, Arcana +6, Insight +11, Perception +11
Senses passive Perception 21
Languages Common, Celestial
Challenge 19 (22000 XP)

Legendary Resistance (3/Day). If Gehrman the First Hunter fails a saving throw, he can choose to succeed instead.

Equipment. Gehrman, the first Hunter, carries the following items: The Burial Blade (See Burial Blade), a Blunderbus, and a +2 Hunter's Garb (Studded Leather Armor).

Burial Blade. The Burial Blade is magic Scythe or Scimitar that adds +2 to attack and damage rolls and deals 1d6 radiant damage on a hit (included in Attacks). By default the Burial Blade is a Scythe, but can be transformed into a Scimitar or a Scythe once per turn. When the Burial Blade is transformed into a Scimitar, Gehrman wields it together with his Blunderbus.

Quickening. As a bonus action Gehrman turns invisible and moves up to 10 ft. at the end of this movement, Gehrman turns visible again.

Endgame. While being above half of his maximum hit points, Gehrman cannot use End of the Nightmare. Once he is reduced to below half of his maximum hit points he will use End of the Nightmare on the next available action. After using his action he bedcomes empowered by eldritch energy until he takes a long rest. In his empowered state he is as if targeted by the Haste spell.

Altered. Gehrmen has advantage on saving throws against spells and effects that target humanoids or humans.

Actions

Multiattack. The Gehrman the First Hunter makes 3 weapon attacks, only one of which can be a Blunderbus attack.

Burial Blade (Scythe). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (2d4+7) slashing damage plus 3 (1d6) radiant damage.

Burial Blade (Scimitar). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+7) slashing damage plus 3 (1d6) radiant damage.

Blunderbus. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft., or range 15/30 ft., One or two creatures within 5 ft. of each other. *Hit:* 10 (2d4+5) piercing damage.

Visceral Attack. Gehrman strikes a lethal blow to an incapacitated creature within 5 ft. of him. The creature must make a DC 19 Constitution saving throw, taking 70 (20d6) bludgeoning damage on a failed save or half as much on a successful one. The damage of this attack cannot be resisted or otherwise reduced. If this damage reduces the creature to 0 hit points, it dies.

End Of The Nightmare (See Endgame) (1/day). Gehrman the First Hunter channels the lingering powers of the Hunter's Dream,which then manifests in a powerful eldritch explosion. Each creature within 10 feet of Gehrman must make a DC 19 Dexterity saving throw, taking 77 (14d10) force damage on a failed save and half as much on a successful one. If the creature is size large or smaller it is also knocked prone on a failed save.

Reactions

Reposte (Requires Blunderbus). When a creature makes a melee weapon attack against Gehrman, he can use a reaction to fire his Blunderbus. If the attack hits, the creature must succeed on a DC 19 Constitution saving throw or becomes stunned until the beginning of its next turn. Gehrman must wield his Blunderbus to use this reaction.

Legendary Actions

Gehrman, the first Hunter can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Gehrman, the first Hunter regains spent legendary actions at the start of his turn.

Detect. Gehrman makes a Wisdom (Perception) check.
Move. Gehrman moves up to his speed.
Hunter's Pursuit. Gehrman uses Quickening and then makes a weapon attack.
Hunter's Flurry (2 Actions). Gehrman makes a Multiattack



Artwork by Piotr Kowalski

The Moon Presence

Stricken with grief over the loss of the love of his life, Gehrman acquired an ancient relic to perform an eldritch ritual to grant himself audience with a mysterious entity; the Moon Presence.

The Moon Presence is a nameless Great One, unknown to the worshipers of Yharnam and even to the most meticulous of scholars, but yet ever so close to the dealings of men. Instead, it's appearances in history have been wrongly attributed to the appearance of a Blood Moon, as documented in ancient Pthumerian history, when long ago the Blood Moon was seen in the now beast-infested land of Loran. To behold the Blood Moon is to look at the Moon Presence.

As one would attribute the beast plague crisis to the Mensis Ritual, it is not the true source of the plague of the beast. In reality, the Moon Presence is the true source of beasthood. Whether intentional or not; the proximity of the Moon Presence and the Blood Moon affects those who have consumed the Old Blood, to take on a form similar to the Moon Presence itself.

Though the question presents itself, why the Moon Presence came to Yharnam in the first place?

Great Ones do not procreate to regular means, but unfathomable as they are, they too desire create offspring. If it is a curse or just a universal law, each Great One is destined to lose their natural born offspring, and they all yearn for a surrogate child to replace it.

An opportunity for the Moon Presence presented itself when Gehrman made contact with the Moon Presence to return his beloved Maria to him. The Moon Presence obliged, creating the Hunter's Dream in which it created The Doll, an automaton with an uncanny resemblance to Gehrman's lost Maria and placed Gehrman as the keeper of the Dream.

The Hunter's Dream and especially the Doll and Gehrman nurture Hunters. With each beast slain a Hunter grows in power and becomes closer to the Moon Presence, as it imbues the Hunter with its own essence. Due to its presence the Hunters in turn are never short of beasts to hunt. This continuous cycle will continue, as Hunters will rise and fall until finally one will emerge to surpass all others, if not Gehrman himself. This Hunter shall become the Moon Presence new surrogate child.

Moon Presence

Large aberration (great one), unaligned

Armor Class 20 (natural armor)
Hit Points 231 (22d10 + 110)
Speed 40 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	23 (+6)	21 (+5)	22 (+6)	24 (+7)	18 (+4)

Saving Throws Str +14, Dex +12, Con +11, Wis +13
Skills Athletics +14, Acrobatics +12, Insight +13, Perception +13
Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons, poison
Damage Resistances necrotic
Condition Immunities blinded, charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 23
Languages All
Challenge 20 (25000 XP)

Legendary Resistance (3/Day). If the Moon Presence fails a saving throw, it can choose to succeed instead.

Reality Rendering Weapons. The Moon Presence's weapons are magical and its claws deal an additional 9 (2d8) force damage on a hit (included in the attack). This additional damage cannot be resisted or reduced.

Standing Leap. The Moon Presence's long jump is up to 40 ft. and its high jump is up to 30 ft., with or without a running start.

Actions

Multiattack. The Moon Presence uses Maddening Presense and makes 4 attacks; 2 with its claws and 2 with its tentacles.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 17 (2d8+8) slashing damage plus 9 (2d8) force damage. If a creature is hit by this attack twice in the same turn it takes an additional 9 (2d8) force damage.

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 13 (2d4+8) bludgeoning damage.

Rain Of Blood (Recharge 5-6). The Moon Presence conjures a rain of corrupted blood. Each creature within 40 ft. of the Moon presence must make a DC 21 Constitution saving throw. On a failed save a creature takes 31 (9d6) necrotic damage and becomes afflicted by the corrupted blood for one minute. On a successful save a creature takes half as much damage and is not afflicted. As long as a creature is afflicted, it cannot regain hit points. An afflicted creature repeats the saving throw at the end of its turn, ending the affliction on a successful save. Alternatively the affliction can be removed by casting greater restoration on the afflicted creature.

Gaze Of The Moon (1/Short Rest). The Moon Presence releases a burst of red light which diminishes every living creature within 120 ft. of it. Each creature in the area must succeed on a DC 21 Constitution saving throw. On a failed save a creature is reduced to half of its current hit points. This attack has no effect on constructs and undead. After using this attack the Moon Presence can only take 1 legendary action until the beginning of its next turn.

Maddening Presence. Each creature of the Moon Presence's choice that is within 120 feet of the Moon Presence and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success, and taking 5 (2d4) psychic damage on a failure. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Moon Presence's Maddening Presence for the next 24 hours.

Legendary Actions

The Moon Presence can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Moon Presence regains spent legendary actions at the start of its turn.

Tentacle. The Moon Presence attacks with its Tentacle.
Move. The Moon Presence moves up to its speed. This movement does not provoke attacks of opportunities.
Pounce (2 Actions). The Moon Presence jumps up to 40 ft. and makes a claw attack against a target within its reach. This movement does not provoke opportunity attacks.
Blood Cloud (2 Actions). The Moon Presence summons a cloud of blood at a point within 60 ft. of itself. The cloud rains corrupted blood in a 10-foot radius wide and 40 ft. high cilinder below it. Each creature in that area must make a DC 21 Dexterity saving throw. On a failed save a creature takes 13 (3d8) necrotic damage and cannot regain hit points until the end of the Moon Presence's next turn. On a successful save a creature takes half as much damage and suffers no additional effects.

Old Hunter

The Hunter‘s Nightmare is the ultimate destination of all Hunter‘s that give in to their wicked desire for blood and the hunt. The Hunter‘s found there are blood crazed fiends who‘s only desire is to slaughter and kill.
Every single one of these Old Hunters were once veteran Hunters and as such, they possess years of experience in the art of the Hunt. After all, a Hunter must have lived a tragically long life to end in the Hunter‘s Nightmare.
In their lust for blood, they have lost any sense of self preservation. The only thing that matters to them is the eternal Hunt, as death has lost any meaning for the hunters trapped in the Hunter‘s Nightmare.
The curse of the Nightmare returns them again and again to new life in this realm, to continue hunting forevermore.



Nightmare Executioner

These ironclad abominations are the eternal warden of the Hunter‘s Nightmare. It is their task to contain the blood crazed Hunters in their designated hunting grounds and to prevent any creature trapped in the Nightmare to not intrude upon the many secrets the Nightmare contains.



Old Hunter

Medium humanoid (human), chaotic evil

Armor Class 20 (Old Hunter's Garb)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	17 (+3)	13 (+1)	15 (+2)	9 (-1)

Saving Throws Str +8, Dex +8
Skills Athletics +8, Acrobatics +8, Perception +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 5 (1800 XP)

Bloodcrazed. The Old Hunter has advantage on Wisdom (Perception) checks to find creatures that are missing hit points.

Quickening. An Old Hunter can use a bonus action and move up to 10 feet. The Old Hunter is invisible for the duration of that movement.

Equipment. An Old Hunter is equipped with a Beasthunter's Saif and a Piercing Rifle, a Boom Hammer and a Torch, or a Beast Cutter and a Blunderbus.

Actions

Multiattack. The Old Hunter makes 3 attacks with their Saif.

Beasthunter's Saif. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+5) slashing damage.

Piercing Rifle. *Ranged Weapon Attack:* +8 to hit, range 60/5 ft., Each creature in a 60 ft. line that is 5 ft. wide. *Hit:* 12 (2d6+5) piercing damage.

Multiattack. The Old Hunter makes 2 attacks with their Boom Hammer.

Boom Hammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage plus 7 (2d6) fire damage.

Torch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 7 (2d6) fire damage at the start of each of its turns.

Boom Hammer Discharge (Recharge 5-6). With a powerful swing the Old Hunter's Boom Hammer discharges in a powerful explosion. Each creature in a 15-foot square originating from the Old Hunter must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save and half as much on a successful one,

Multiattack. The Old Hunter makes 3 weapon attacks; two with their Beast Cutter and one with their Blunderbus.

Beast Cutter (Base Form). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Beast Cutter (Whip Form). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (2d4+5) slashing damage.

Blunderbus. *Melee or Ranged Weapon Attack:* +8 to hit, range 20/40 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Reactions

Warding Shot. The Old Hunter makes a Blunderbus attack against a creature that enters a space within 10 ft. of the Old Hunter. A creature's speed hit by the attack becomes 0 for the rest of the turn.

Blood Doberman

Medium beast, unaligned

Armor Class 15 (Natural Armor)
Hit Points 32 (5d8 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	3 (-4)	15 (+2)	6 (-2)

Skills Athletics +4, Perception +4
Senses passive Perception 14
Languages -
Challenge 1 (200 XP)

Keen Smell. The Blood Doberman has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The Blood Doberman has advantage on an attack roll against a creature if at least one of the doberman's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The Blood Doberman makes 2 Bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage. If a large or smaller sized creature is hit twice by this attack in the same turn, its movement speed is halved until the beginning of the Doberman's next turn.

Nightmare Executioner

Large aberration, lawful evil

Armor Class 18 (Fullplate)
Hit Points 161 (17d10 + 68)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	19 (+4)	14 (+2)	18 (+4)	6 (-2)

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Senses passive Perception 14
Languages -
Challenge 10 (5900 XP)

Magic Resistance. The Nightmare Executioner has advantage on saving throws against spells and other magical effects.

Enrage. The Nightmare Executioner can only use Cosmic Surge when it is below half of its maximum hit points.

Eldritch Weapons. The Nightmare Executioner's weapons are magical and deal an additional 13 (3d8) force damage (included in the attack).

Equipment. A Nightmare Executioner is equipped with a Great Axe or a Cannon.

Actions

Multiattack. The Nightmare Executioner makes 2 weapon attacks.

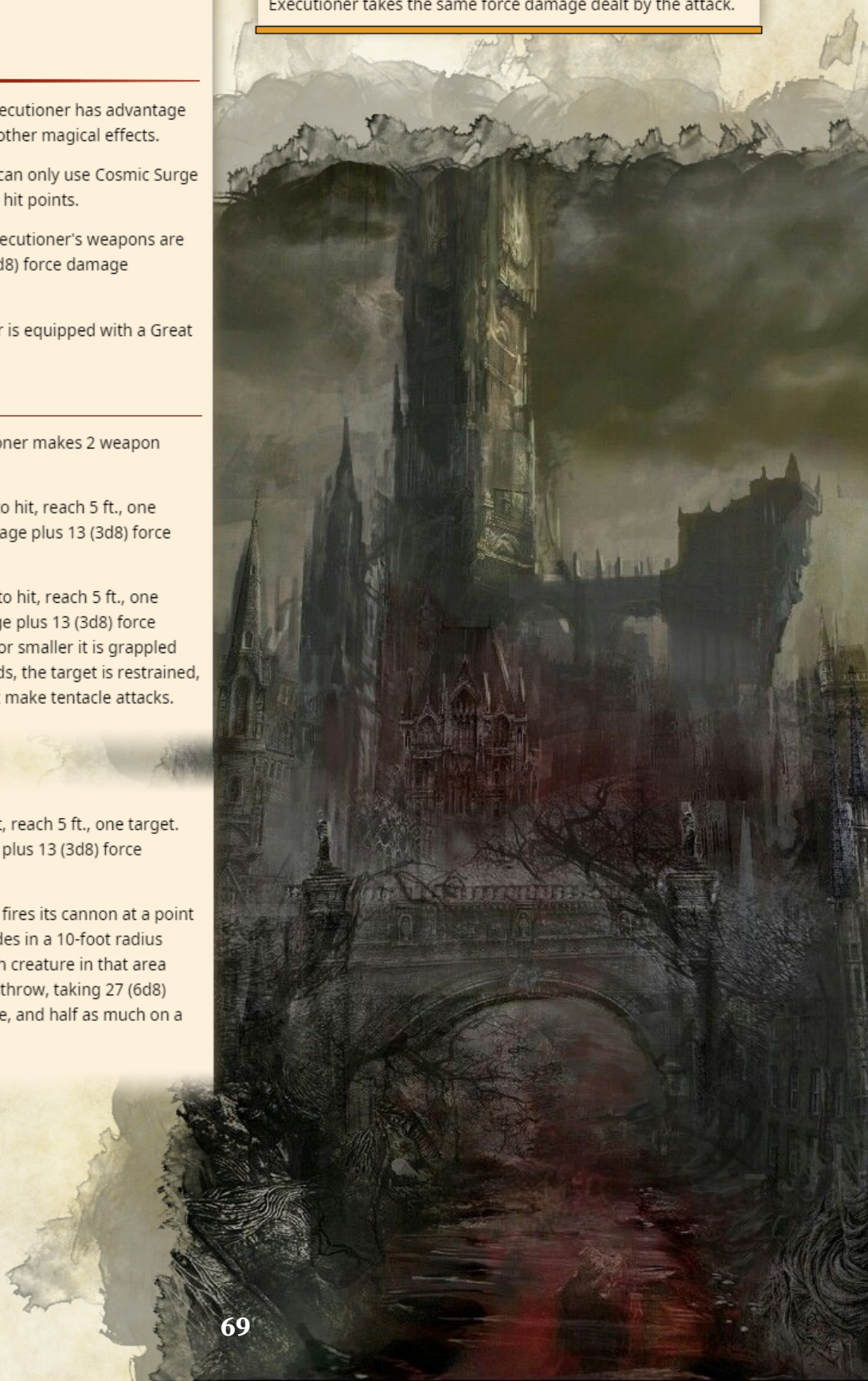
Greataxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12+6) slashing damage plus 13 (3d8) force damage.

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 11 (2d4+6) force damage plus 13 (3d8) force damage. If the creature is size large or smaller it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the Nightmare Executioner can't make tentacle attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage plus 13 (3d8) force damage.

Cannon. The Nightmare Executioner fires its cannon at a point within 60 ft. of itself. The shell explodes in a 10-foot radius centered on the point of impact. Each creature in that area must make a DC 18 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save, and half as much on a successful one.

Cosmic Surge (See Enrage) (1/short Rest). The Nightmare Executioner channels Cosmic Energy into its body, which manifests in an eldritch explosion. Each creature within 10 ft. of the Nightmare Executioner must make a DC 18 Dexterity saving throw. On a failed save a creature takes 45 (10d8) force damage and half as much on a successful one. After using this action the Nightmare Executioner becomes empowered for one minute. As long as the Executioner is empowered, whenever it hits a creature with a melee weapon attack, each creature within 5 ft. of the hit creature except for the Executioner takes the same force damage dealt by the attack.



Laurence, The First Vicar

Before the foundation of the Healing Church, Laurence was but an ambitious student at the School of Byrgenwerth, tutored by Provost Willem.
After the discovery of the Holy Medium deep under the Pthumerian Dungeons, it was him that pushed the idea of utilizing this new discovery, the Old Blood, for the furtherment of mankind.
This caused a schism in the ranks of Byrgenwerth, as Willem disapproved of the reckless use of what they do not understand. Thus, Laurence and many other students of Byrgenwerth left for Yharnam, where they founded the Healing Church and established blood healing.
In the end, Laurence himself succumbed to the overuse of the blood and turned into a beast, as many did before. Not only that, but upon his death he found no rest, as the Hunter's Nightmare awaited him and his ilk, where he remains as a gruesome beast.

Ludwig

Ludwig was an accomplished hunter and prospector of many expeditions into the depths of the Pthumerian Dungeon. His rise to fame would begin once he acquired his soon-to-be-known signature weapon: The Holy Moonlight Sword, which earned him the title *The Holy Blade*.
When the Healing Church found itself in need of it's own Hunter's division, they chose Ludwig to become their first Hunter, their Champion. As a man of great charisma Ludwig, as the figurehead of the Church Hunters, was able to rally the common folk of Yharnam to pick up arms to fight the beasts the Workshop Hunters were unable to keep in check. Ludwig became a hero to the masses.
But alas, as Ludwig was not exempt from the curse. Ultimately the blood lust overcame him as well and not much was left from the once noble and proud Ludwig. What remained was a beast of unmatched blood thirst and cruelty, which now prowls the darkest depths of the Hunter's Nightmare.

Laurence, the First Vicar

Large monstrosity, chaotic evil

Armor Class 18 (Natural Armor)
Hit Points 283 (27d10 + 135)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	21 (+5)	4 (-3)	16 (+3)	6 (-2)

Saving Throws Str +12, Dex +9, Con +11, Wis +9
Skills Perception +9
Damage Immunities fire
Damage Resistances lightning
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 19
Languages -
Challenge 19 (22000 XP)

Keen Hearing And Smell. Laurence, the First Vicar has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (3/Day). If Laurence, the first Vicar fails a saving throw, he can choose to succeed instead.

Smoldering Body. When Laurence is reduced to below half of his maximum health his inner fire errupts until Laurence takes a short rest. Once his fire errupts each creature that ends its turn within 5 ft. of Laurence must make a DC 19 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save and half as much on a successful one. Additionally his Claw attacks gain this additional property: Whenever Laurence hits a target with a Claws attack, each creature within 5 ft. of the target must succeed on a DC 19 Dexterity saving throw or takes 7 (2d6) fire damage.

Actions

Multiattack. Laurence, the First Vicar makes 3 attacks with his claws.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage plus 7 (2d6) fire damage.

Crush. Laurence attempts to grapple and crush a large sized or smaller creature within 5 ft of him. Laurence attempts to grapple the target creature, if the grapple is successful, the creature must make a DC 20 Strength saving throw. On a failed save a creature takes 33 (6d10) bludgeoning damage and 21 (6d6) fire damage and falls prone. On a successful save a creature takes half as much damage and is not prone. After the save, Laurence lets go of the creature.

Lava Discharge (Recharge 5-6). Laurence spews out molten lava in a 10 ft. radius puddle at a point within 30 ft. of himself. Each creature in that area must make a DC 19 Dexterity saving throw, on a failed save a creature takes 35 (10d6) fire damage and half as much on a successful one. A creature takes the same damage when it enters the area of the puddle for the first time on a turn or ends its turn there. The area of the puddle is difficult terrain for each creature and the puddle remains until the end of Laurence's next turn.

Legendary Actions

The laurence, the first vicar can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The laurence, the first vicar regains spent legendary actions at the start of its turn.

Perceive. Laurence makes a Wisdom (Perception) check.
Move. Laurence moves up to half of his speed, this movement provokes no opportunity attacks.
Attack (costs 2 Actions). Laurence attacks with his claws.
Crush (costs 3 Actions). Laurence makes a Crush attack.



Ludwig, The Accursed

Huge monstrosity, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 273 (26d12 + 104)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	5 (-3)	8 (-1)	13 (+1)

Saving Throws Str +12, Dex +8, Con +12, Cha +7
Condition Immunities charmed, frightened
Senses darkvision 60 ft. passive Perception 9
Languages -
Challenge 18 (20000 XP)

Legendary Resistance (3/Day). If Ludwig, The Accursed fails a saving throw, it can choose to succeed instead.

Blood Sense. Ludwig, The Accursed, has advantage on Wisdom (Perception) checks to find creatures that are missing hit points.

Beastial Mind. Ludwig, The Accursed has advantage on Intelligence, Wisdom and Charisma saving throws against magic.

Actions

Multiattack. The Ludwig, The Accursed makes 4 attacks, 2 with its claws and 2 with its bite.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (3d6+5) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (3d8+5) piercing damage.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (3d4+5) bludgeoning damage.

Smash. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d10+5) bludgeoning damage. if the target is a large or smaller sized creature, it must succeed on a DC 19 Strength saving throw or is pushed back 10 ft. and knocked prone.

Arcane Breath (Recharge 5-6). Ludwigs's second head breathes a powerful blast of raw arcane energy. Each creature in a 60 foot cone must make a DC 18 Dexterity saving throw, taking 55 (10d10) force damage on a failed save and half as much on a successful one.

Legendary Actions

Ludwig, The Accursed can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ludwig, The Accursed regains spent legendary actions at the start of its turn.

Perceive. Ludwig makes a Wisdom (Perception) check.
Hooves. Ludwig, The Accursed attacks with its hooves.
Arcane Puff (2 Actions). Ludwig's secondary head breathes a small puff of arcane energy in a 15 ft cone originating from it. A creature in the area must succeed on a DC 18 Dexterity saving throw or takes 22 (4d10) force damage. Ludwig cannot use this action if its Arcane Breath currently has to recharge.
Smash (2 Actions). Ludwig makes a Smash attack.
Leap (3 Actions) (1/short Rest). Ludwig uses its entire strength to leap 60 ft. into the air to land on a spot within 60 ft. at the beginning of its next turn. When landing, each creature in a 15 ft. square centered must make a DC 18 Strength saving throw. On a failed save a creature takes 27 (6d8) bludgeoning damage and is knocked prone. On a successful save a creature takes half as much damage and is not prone.

Ludwig, The Holy Blade

Huge monstrosity, lawful neutral

Armor Class 16 (Natural Armor)
Hit Points 294 (28d12 + 112)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	12 (+1)	20 (+5)	16 (+3)

Saving Throws Str +11, Dex +8, Con +12, Wis +13
Skills Athletics +11, Perception +11
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 21
Languages Common, Celestial
Challenge 20 (25000 XP)

Legendary Resistance (3/Day). If Ludwig, The Holy Blade fails a saving throw, he can choose to succeed instead.

Holy Moonlight Sword. Ludwig is equipped with the Holy Moonlight Sword, which is a +2 Greatsword which deals an extra 9 (2d8) force damage (included in the attack). Additionally the Holy Moonlight Sword sheds dim light in a 20-foot radius.

Guiding Moonlight. As long as Ludwig, The Holy Blade holds his Holy Moonlight Sword, he has advantage on Intelligence, Wisdom and Charisma saving throws against magic.

Actions

Multiattack. The Ludwig, The Holy Blade makes 2 attacks with his Holy Moonlight Sword and a Claw attack.

Holy Moonlight Sword (Slash). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6+7) slashing damage plus 9 (2d8) force damage.

Holy Moonlight Sword (Beam). *Ranged Weapon Attack:* +13 to hit, range 60 ft., one target. *Hit:* 27 (6d8) force damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (3d4+5) slashing damage.

Holy Moonlight Blast (Recharge 5-6). Ludwig rams the Holy Moonlight Sword into the ground and unleashes a blast of arcane power as a 20-foot-radius, 40-foot-high cylinder centered on himself. Each creature except for Ludwig must make a DC 19 Dexterity saving throw, taking 54 (12d8) force damage on a failed save and half as much on a successful one.

Holy Moonlight Slash (1/day). Ludwig can only use this Action after using Holy Moonlight Channel. After channeling his Holy Moonlight Sword, Ludwig unleashes it's power in a powerful slash of moonlight. Each creature in a 100 ft. long and 15 ft. wide line originating from Ludwig must make a DC 19 Dexterity saving throw, taking 81 (18d8) force damage on a failed save and half as much on a successful one.



Artwork by Fadly Romdhani

Legendary Actions

Ludwig, the holy blade can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ludwig, the holy blade regains spent legendary actions at the start of his turn.

Perceive. Ludwig makes a Wisdom (Perception) check.
Claw. Ludwig, The Holy Blade makes a Claw attack.
Holy Moonlight Sword (2 Actions). Ludwig makes an attack with his Holy Moonlight Sword.
Holy Moonlight Channel (3 Actions) (1/day). Ludwig, the Holy Blade charges his Holy Moonlight Sword and unleashes a pulse of energy within a 10 ft. radius around him. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save a creature takes 18 (4d8) force damage and is pushed back 10 feet. On a successful save a creature takes half as much damage and is not pushed back. Ludwig uses Holy Moonlight Slash on his next turn, if possible.

Clocktower Patient

The Research Halls within the Clocktower were a hidden facility of the Healing Church, dedicated to experiments of human transcendence. It was within the research halls where the first Celestials were created.
The Patients found within these halls are in a state between kin and human, well on their way to transition to full celestials. Their bodies already show signs of the transformation in the form of elongated limbs and gray-blue skin. Their heads, though, are malformed masses of flesh that undergo a slow metamorphosis to prepare their brains to become vessels of cosmic truths.
Within this state, not all patients have retained their sanity, as not every mind has the stability to remain intact as they undergo their ascension. Their minds vary from lethargy, to deliriousness, or to outright having become feral in nature, making Patients of the Clocktower unpredictable creatures to interact with.



Clocktower Patient

Medium aberration, chaotic neutral

Armor Class 12 (Natural Armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	14 (+2)	12 (+1)	6 (-2)	14 (+2)

Damage Resistances bludgeoning
Senses blindsight 30 ft. (blind beyond this radius) passive Perception 8
Languages Common
Challenge 1 (200 XP)

Alien Mind. The Clocktower Patient has advantage on Intelligence, Wisdom and Charisma saving throws against magic.

Actions

Flailing. The Clocktower Patient makes 3 attacks with advantage, when doing so attack rolls against the Patient are made with advantage until the beginning of its next turn.

Multiattack. The Clocktower Patient makes 2 attacks; only one them can be made with their improvised weapon.

Improvised Weapon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning, slashing, or piercing damage.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Throw Flask. *Ranged Weapon Attack:* +1 to hit, range 30 ft., one target. *Hit:* 10 (4d4) acid damage.



Weird Clocktower Patient

Medium aberration, chaotic neutral

Armor Class 12 (Natural Armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	14 (+2)	12 (+1)	6 (-2)	14 (+2)

Damage Resistances bludgeoning
Senses blindsight 30 ft. (blind beyond this radius) passive Perception 8
Languages Common
Challenge 1/2 (100 XP)

Alien Mind. The Clocktower Patient has advantage on Intelligence, Wisdom and Charisma saving throws against magic.

Innate Spellcasting. The weird clocktower patient's spellcasting ability is Charisma (spell save DC 12). The weird clocktower patient can innately cast the following spells, requiring no material components:
At will: *Eldritch Blast*
2/day each: *Magic Missle (3rd Level)*

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Eldritch Blast. *Ranged Spell Attack:* +4 to hit, reach 5 ft., or range 120 ft., one target. *Hit:* 7 (1d10+2) force damage.

Feral Clocktower Patient

Medium aberration, chaotic neutral

Armor Class 13 (Natural Armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	6 (-2)	14 (+2)

Damage Resistances bludgeoning
Senses blindsight 30 ft. (blind beyond this radius) passive Perception 8
Languages Common
Challenge 2 (450 XP)

Alien Mind. The Clocktower Patient has advantage on Intelligence, Wisdom and Charisma saving throws against magic.

Reckless Attack. At the start of their turn, the Clocktower Patient can gain advantage on all melee weapon Attack rolls during that turn, but Attack rolls against them have advantage until the start of their next turn.

Actions

Multiattack. The Clocktower Patient makes 3 attacks with their Claws.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage.

Reactions

Aggressive Approach. The Clocktower Patient can move up to its speed towards a hostile creature that entered its range of sight.



Infected Clocktower Patient

Medium aberration, chaotic neutral

Armor Class 12 (Natural Armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	14 (+2)	12 (+1)	6 (-2)	14 (+2)

Damage Resistances bludgeoning, poison
Condition Immunities poisoned
Senses blindsight 30 ft. (blind beyond this radius) passive Perception 8
Languages Common
Challenge 2 (450 XP)

Alien Mind. The Clocktower Patient has advantage on Intelligence, Wisdom and Charisma saving throws against magic.

Contagious. A creature that starts its turn grappled by the Infected Clocktower Patient must make DC 12 Constitution saving throw. On a failed save a creature takes 9 (2d8) poison damage and is poisoned until the end of the Infected Clocktower Patient's next turn. On a successful save a creature takes half as much damage and is not poisoned.

Actions

Multiattack. The Clocktower Patient makes 2 attacks, only one of them can be an Infected Slam attack.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Infected Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage plus 9 (2d8) poison damage. The target must make a DC 12 Constitution saving throw, taking the poison damage on a failed save, or half as much on a successful one.

Hulking Clocktower Patient

Large aberration, chaotic neutral

Armor Class 13 (Natural Armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	12 (+1)	6 (-2)	14 (+2)

Damage Resistances bludgeoning
Senses blindsight 30 ft. (blind beyond this radius) passive Perception 8
Languages Common
Challenge 3 (700 XP)

Alien Mind. The Clocktower Patient has advantage on Intelligence, Wisdom and Charisma saving throws against magic.

Brute. A melee weapon deals one extra die of its damage when the Hulking Clocktower Patient hits with it (included in the attack).

Actions

Multiattack. The Clocktower Patient makes 2 attacks.

Improvised Weapon. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8+3) bludgeoning, piercing, slashing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.



Living Failures

Yielding success in the ascension of humanity into celestials was not without its setbacks. Many research subjects showed promise in their early states of transformation, to then degenerate into the tragic creatures that simply have been labeled as “Living Failures“ by the research staff. Instead of granting these miserable creatures the mercy of death though, they were kept for further research, in hopes that the process of the celestial transformation can be perfected.
Living Failures possess a fracture of eldritch powers, which has been observed to amplify as more batches of Living Failures were accumulated, as more of their imperfect brains began to reach out to one another to form a whole functioning mind, binding them all together in a unique form of hive mind.



Living Failure

Large aberration, unaligned

Armor Class 15 (Natural Armor)
Hit Points 127 (15d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	7 (-2)	18 (+4)	6 (-2)

Saving Throws Str +8, Con +6, Wis +7
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Senses blindsight 30 ft. (blind beyond this radius) passive Perception 14
Languages -
Challenge 7 (2900 XP)

Legendary Resistance (1/Day). If the Living Failure fails a saving throw, it can choose to succeed instead.

Magic Weapons. The Living Failure's weapon attacks are magical.

Telepathic Bond. Each Living Failure is connected telepathically with each other as long as they are within 240 feet of each other. Living Failure is sees and hears what another Living Failure sees and hears that it is telepathically connected to. Additionally each Living Failure automatically succeeds on saving throws, and take no damage if they would normally take half damage on a successful save, against spells and effects of Living Failures it is telepathically connected to.

United They Stand. Living Failures share the same pool of Legendary Actions among one another, giving them one Legendary Action for each Living Failure that rolls initiative when combat starts. Each failure can use one or more legendary actions from said pool. The earliest initiative among Living Failures is used to determine when the Living Failures regain their legendary actions.

Actions

Multiattack. The Living Failure makes 2 Slam attacks.

Slam. *:* +8 to hit, reach 5 ft., *Hit:* 14 (2d8+5) bludgeoning damage.

Headbutt. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10+5) bludgeoning damage. If the target is a large or smaller creature it must succeed on a DC 16 Strength saving throw or is knocked prone.

Arcane Orb. The Living Failure creates an Arcane Orb that it sends out towards a point within 120 of itself. Once the orb reaches its destination or impacts against a solid surface, it explodes. Each creature within 5 ft. of the point must make a Dexterity saving throw, taking 13 (3d8) force damage on a failed save and half as much on a successful one.

Legendary Actions

The living failure can take 1 legendary action, choosing from the options below. The living failure regains the spent legendary action at the start of its turn.

Move. The Living failure moves up to its speed.
Slam. The Living Failure makes a Slam attack.
Headbutt (2 Actions). The Living Failure makes a Headbutt attack.
Meteor Swarm (4 Actions) (1/Short Rest). In order to use this Action, none of the Living Failures must be incapacitated. Each of the Living Failures raises its arms and summon Arcane Meteors from the cosmos itself. During the following turns of each of the Living Failures, it uses its action to call down one Arcane Meteor to a point within 120 ft. of the Living Failure. Once the Meteor reaches its destination or impacts against a solid surface, it explodes. Each creature within 20 ft. of the point of impact must make a DC 15 Dexterity saving throw, taking 36 (8d8) force damage on a failed save and half as much on a successful one. The Living Failures do this until 4 Meteors have been summoned, or until one round has passed. The Living Failures can't use other Legendary Actions while summoning Meteors.



Lady Maria

Maria was one of the first students Gehrman, the first Hunter, took in. She was a gifted young woman who traced back her bloodline from the cursed lineage of Cainhurst, a secret she held kept to herself. Over time her cursed bloodtime manifested itself in her skill over the hunter‘s art of the use of blood. Gehrman, ever observable as he was over his beloved student, began to understand Maria‘s heritage as well, becoming the only soul to learn of her secret.

Whether out of pride or out of shame of heir bloodline, Maria dedicated herself to not rely on the powers granted by her blood to excel as a hunter, instead she trained tirelessly to hone her skills, and thus becoming Gehrman‘s greatest student. Likewise Maria developed a deep bond with Gehrman has a teacher, for whom she had a deep admiration. Little did she know about Gehrman‘s feelings for her.

Ob behest of Provost Willem, Gehrman, Maria and other Hunters of the Workshop were tasked with a fateful mission: Recovering the body of a rumored Great One from a local fishing hamlet.

Upon investigating the hamlet, the Hunters found that the locals had changed to various degrees, most likely from their exposure to the rumored Great One. What followed was the order to ransack the village to recover the body of the Great One, as well as the villagers for the research of Byrgenwerth. Those who fight were to be struck down where they stood.

The hunters followed the orders of the school, believing the villagers to be nothing but another form of beasts that needed to be hunted. The massacre that followed left a mark on Maria, who questioned the beastial nature of the villagers upon finding the peaceful body of Kos, washed ashore in the hidden lagoon, which she chose to not disclose to the scholars of Byrgenwerth.

In the aftermath of the raid, Maria could stomach the hunt no longer. The Rakuyo, her trusted blade, that she had dedicated to master to perfection, became too heavy by the blood she spilled. Instead, perhaps in the hope for redemption, she dedicated herself to the care of the captured villagers within the research halls of the scholars. There she proved herself a source of solace and kindness to the fearful and confused test subjects.

But instead of finding redemption, Lady Maria only found despair. For the time she spent tending to the test subjects, she became convinced of their humanity and the weight of her sins. Maria began to drown in her sorrow, having become disillusioned over the nobility of her cause as well as the true nature of those she pledged her loyalty to. Until ultimately it was too much for her to bear...

Lady Maria

Medium humanoid, neutral good

Armor Class 18 (Hunter's Garb)
Hit Points 255 (30d8 + 120)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	18 (+4)	13 (+1)	17 (+3)	15 (+2)

Saving Throws Dex +11, Con +10, Wis +9, Cha +8
Skills Athletics +10, Acrobatics +11, Insight +9, Perception +9
Senses darkvision 60 ft., passive Perception 19
Languages Common
Challenge 19 (22000 XP)

Legendary Resistance (3/Day). If Lady Maria fails a saving throw, she can choose to succeed instead.

Equipment. Lady Maria carries the Rakuyo and Evelyn. The Rakuyo is a magic Dualsword that is split between in a Sabre and a Short Sword. It has a +2 bonus to attack and damage and deals an additional 7 (2d6) necrotic damage (included in the attack). Evelyn is a pistol that deals necrotic damage, instead of piercing.

Power Of The Cursed Blood. Once Lady Maria is reduced to below half of her hit points and not outright killed, any condition and other effects that requires repeated saving throws at the end of her turn end, and she uses her reaction to channel the power of her blood, which manifests in a necrotic explosion. Each creature within 10 ft. of Lady Maria must make a DC 17 Constitution saving throw. On a failed save a creature takes 13 (3d8) necrotic damage and, if the creature is size large or smaller, pushed back 10 feet. On a successful save a creature takes half as much damage and is not pushed back. If Lady Maria has already used her reaction this round, she uses 1 Legendary Action or a bonus action instead, whichever is available first.

After Lady Maria channeled the power of her blood, it begins to ignite as it makes contact with air, causing her Rakuyo attacks to deal 13 (3d8) fire damage instead of its additional necrotic damage. This effect lasts until Lady Maria finished a short rest.

Quickening. Lady Maria can use a bonus action to become invisible and move up to 10 feet. After this movement, Lady Maria becomes visible again.

Actions

Multiattack. Lady Maria makes 4 Rakuyo attacks: 3 with the Sabre and 1 with the Short Sword or her Evelyn.

Rakuyo (Sabre). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 11 (1d8+7) slashing damage plus 7 (2d6) necrotic damage, or plus 10 (3d6) fire damage.

Rakuyo (Short Sword). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 10 (1d6+7) piercing damage plus 7 (2d6) necrotic damage, or plus 10 (3d6) fire damage.

Evelyn. *Ranged Weapon Attack:* +11 to hit, range 60/120 ft., one target. *Hit:* 14 (2d8+5) necrotic damage.

Blood Lance (Recharge 5-6). Lady Maria thrusts her Rakuyo forward, causing her blood to form a crimson lance. Each creature in a 30 feet long and 5 feet wide line originating from Lady Maria must make a DC 19 Dexterity saving throw. On a failed save a creature takes 45 (10d8) necrotic damage and half as much on a successful one.
If Lady Maria's Power of the Cursed Blood effect is active, the line becomes 60 feet long and 10 feet wide, and deals 54 (12d8) fire damage instead.

Reactions

Quickening Dodge. When Lady Maria is targeted by an attack she imposes disadvantage on the attack. If this causes the attack to miss, she becomes invisibile and moves up to 10 feet. After the movement she becomes visible again.

Legendary Actions

Lady Maria can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Lady Maria regains spent legendary actions at the start of her turn.

Detect. Lady Maria makes a Wisdom (Perception) check.
Move. Lady Maria moves without provoking opportunity attacks.
Attack. Lady Maria makes a weapon attack.
Hunter's Flourish (2 Actions). Lady Maria uses Quickening and then makes 2 Rakuyo attacks: 1 with the Sabre and 1 with the Short Sword.
Blood Comet (3 Actions). Lady Maria rises 10 feet into the air and impacts in a point within 40 ft. of her. As on impact Lady Maria releases an explosion of corrupted blood. Each creature within 10 ft of Lady Maria must make a DC 19 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save and half as much on a successful one. If Lady Maria's Power of the Cursed Blood effect is active, each creature within 20 ft. of Lady Maria is affected and the explosion deals 27 (6d8) fire damage instead.

created by dm-tuz

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The following section of the Bestiary contains monsters that were originally cut from the initial project. Over time I decided to work on monster statistics, that can be used to represent these characters and monsters as patreon exclusive bonus content.
While the monster statistics are exclusive content and available to all my patrons, lore entries and illustrations are listed in the rest of this book.

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Alfred, Hunter of Vilebloods

Alfred is a member of the Executioners, a specialized order of hunters under the command of the Healing Church and Nemesis to the Vilebloods. Upon learning of his master's true fate, Alfred embarked on a personal mission to free Logarius from his vigil and to finish what his master could not do: eradicating the last of the Vilebloods, Annalise.
His dedication to his cause, typical for members of the Executioners, borders on fanatical determination, as Alfred has faced many horrors with unshaken resolve. For all the challenges and hardships he overcame on his holy mission, lead him to become a worthy protege of Logarius and a powerful hunter.
While having a friendly and cooperative attitude with those that stand against the tide of evil, Alfred is an Executioner through and through. He is uncompromising in the pursuit of freeing Logarius and ending the Vilebloods. He will not hesitate to strike down those who are an obstacle to his mission.



Artwork by ysok125

Bloody Crow of Cainhurst

The Hunters of Cainhurst are indeed fearsome opponents. They have partaken in the forbidden blood of the vilebloods and achieved strength unique even for Hunters.
But none of them is as fearsome as the Bloody Crow of Cainhurst. Once the royal guard of Annalise, Queen of the Vilebloods, they have embarked on a mission to gather the unique blood of Hunters, to please their Queen. In their absence though, the Executioners stormed Cainhurst Castle seemingly eradicating the Vilebloods and their Queen.
Without a place to return to the Bloody Crow found themselves lost. Struck with grief and anger they continued their mission to hunt. It did not take long for the blood lust to claim the Bloody Crow, which only drives them to further hunt and will continue to do so until they have been put to rest.





Brador, Church Assassin

Brador was a Hunter of the Healing Church, until he discovered the true nature of the beastly scourge as his hunter compatriot turned into a Cleric Beast. His mind broke as he was forced to kill his former friend. He bears his friend‘s skin to this day, earning him the nickname “beast-hide assassin“.
Enraged he confronted the Healing Church, they did not deny the truth. But to his surprise they tasked him with the mission to protect this truth, as some secrets are better to remain undiscovered.
Deathly afraid of suffering the same fate as his friend, Brador accepted to hunt down anyone that would get too close to uncover the Healing Churches darkest secrets. Brador‘s hope was that hunting people would keep him pure as opposed of hunting beasts.
He fulfills his duty with diligence, driven by his paranoia of a beastly fate and has become one of the Churches most lethal agents to exist.

Eileen the Crow

Eileen is a Hunter of Hunters, an assassin whose sword duty is to take down Hunters who have been consumed by their blood-lust.
The danger of the blood-lust of Hunters has been a known issue ever since their origins. Thus, the Hunters of Hunters have been established early on in the history of Hunters, to assure that those who lose themselves in the Hunt shall be granted peace and mercy in death.
Eileen prefers to keep a low profile and to operates from the shadows of Yharnam. There she quietly observes the Yharnam Hunters and picks her targets. Eileen‘s old age is proof of her skill. A lifetime of being a Hunter of Hunters has made her almost unmatched in fighting other Hunters.
But even as her old age is catching up with her, Eileen‘s sense of duty is unshaken, and she will continue to hunt until her dying breath.



Iosefka‘s Imposter

Compassion is a rare commodity in Yharnam, especially at the Night of the Hunt. The clinic of the good doctor Iosefka used to be a save haven for the sick and frail alike, who would surely fall prey to the overzealous hunters of Yharnam. This was until a certain agent of the Choir arrived.

Her true identity is unknown and neither is if she acts on behalf of the Choir or out of her own ambition. But once she infiltrated Iosefka‘s clinic and disposed herself of the good doctor, the once sanctuary became a trap for those seeking refuge. Under the guise of the doctor she conducted experiments on the sick. With ample subjects for her research available she successfully began uplifting many of her patients to kin, hybrids of humans and Great Ones.

Though the imposter guards her research carefully, and is willing to go to great lengths to ensure the continuation of it. Anyone in her way will be exposed of, or worse, become another subject for her to experiment on.





Bloodlicker

Bloodlickers are bloated, flea like monsters that are drawn to blood, thus they are often found near places where large amounts of blood have been spilled or is gathered.
Their slender limbs grant them a high agility to assure that they will reach the beloved blood they crave. Once a source of blood has been found, Bloodlickers will defend their crimson treasure with great ferocity. When gorging themselves on blood, they stockpile it in a transparent pouch in the center of their torso, which can grow to such a size and weight that it renders the beast unable to move.

Since the Executioners‘ attack on Castle Cainhurst, Bloodlickers have begun prowling the caste grounds to sate their thirst on the spilled blood of the Vilebloods, which remained fresh to this day.

Cainhurst Servants

Do not mistake their frail form and minute appearance for weakness. The servants of Castle Cainhurst are extremely skillful, being able to traverse vast areas of the castle unnoticed with in depth knowledge of every shortcut and secret.
Among the servants are not only former staff of the house, but also capable fighters, chevaliers who to this day remain in the service of the Cainhursts.
Even though they have no master left to serve, they still remain loyal and will defend the Castle from invaders utilizing traps and guerrilla tactics to drive off anyone who dares to enter.





Lost Children of Antiquity

Outside of the Castle, along the mighty ramparts, the snowy balconies and icy rooftops, they lie still among the ancient statues of Castle Cainhurst.
The Lost Children of Antiquity are creatures found in the forsaken Castle of Cainhurst. They resemble gargoyles that decorate the outer areas of the castle, but are surely made out of flesh. Their grayish and lifeless skin allows them to easily hide among the castle structures, where they lie in wait to ambush any intruders.



Silver Lady

The assault of the Executioners upon Castle Cainhurst was ruthless and violet. None of the nobles residing in the Castle were spared, for they were tainted by the Vile-blood and had to be purged.
The Silver Ladies, spectres of the Executioner‘s victims, are testimony to the bloodshed. They still wander the empty halls of Cainhurst, bound as they were in the last moments of life, before their execution. The restless spirits of Cainhurst will pursue and attack any who dare to defile their once proud and beautiful home.

Martyr Logarius

“Acts of goodness are not always wise, and acts of evil are not always foolish, but regardless, we shall always strive to be good.“
— Martyr Logarius

Logarius was the leader of an enclosed band of fanatical warriors known as the Executioners. Loyal to the Healing Church, the Executioners were dedicated to destroy which they deemed unholy and tainted and did so with merciless fervor.

When the corruption of the Cainhurst Nobles by the hand of a rogue scholar of Byrgenwerth was uncovered, the Healing Church deployed the Executioners to purge the Vilebloods off the face of the earth. The Executioners did so, killing the corrupted aristocrats in a ruthless assault one by one. But to the shock of Logarius, as he struck down Annalise, Queen of the Vilebloods, he discovered that the corrupted blood gave her the gift of immortality.

Unable to kill the last of the Vilebloods, Logarius chose that if the fiend could not be killed, it must be contained. He donned the artifact, known as the Crown of Illusions, and sealed the Queens throne room behind a powerful mirage, as to hide her from the world. There, in front of the illusion he would place himself to guard the secret of the last remaining Vileblood for eternity.

For the world, Logarius died that day in the fight against the Vilebloods and thus was granted the title Martyr, unaware of his eternal vigil.



created by dm-tuz

The Fishing Hamlet

As described by Runesmith Caryll, eldritch truths are hidden in the depths of the ocean and other large bodies of water. In case of one fishing hamlet this truth was a true Great One: Kos, one of few great ones that never left this plane of existence, to ascend to the world of dreams. Kos was, as many of the Great Ones, a sympathetic being, though gifts granted by her were not always appreciated, as the human mind lacks to comprehend her wisdom. It might have been her growing fondness for humanity that made her decide to remain close to the shores of this fishing hamlet. Though, who can really determine a Great One‘s true motivations?

The inhabitants of the fishing hamlet began to take note of Kos‘ presence and revered her as a guardian diety, paying tribute and respect to her where they could as they went on about their life. But overall, not much changed for the fishing hamlet, at least that was before the event that would seal their doom.

One day the villagers discovered the body of Kos washed ashore in a secluded lagoon not far off the hamlet. None of the people of the hamlet knew what to do, thus they decided to wait, hoping Kos could somehow recover. The now close presence of a Great One‘s body would leave a mark on the hamlet, changing its inhabitants in subtle ways at first, but with time these changes would progress to outright mutations of the flesh.

In the face of their crisis, the people of the hamlet turned to the School of Byrgenwerth, as their knowledge about the eldritch and the Great One far exceeded theirs. Byrgenwerth responded immediately, by sending out hunters.

But instead of relief, the hunters brought death.

The scholars of Byrgenwerth were not interested in saving the folk of the hamlet, but collecting them for study instead. Those who resisted were mercilessly cut down by the hunters. The villagers of the hamlet that were captured were either dissected in the search of further mutations in their bodies, or were send off to the clock tower, a research facility and holding complex of the school of Byrgenwerth.

After dealing with the fishing hamlet itself, the School set their eyes on the body of Kos, but were unable to find it since the lagoon was a well-kept secret of the hamlet. In face of the betrayal of their trust the people of the hamlet did not give up the location of Kos, even if confronted with the cruelest interrogation and torture.

The grudge of the hamlet‘s people was immeasurable. Enhanced by the lingering blessing of Kos it grew to a supernatural curse; the Hunter‘s Nightmare. There the hamlet exists as a twisted reflection of itself, inhabited by the personifications of the villager‘s grudge.



Orphan of Kos



Shark Giant

S



Snail Woman

Snail Women are the manifestation of the hamlet's devotion to Kos, the Great One of the Sea. They take on the shape of malformed women, reduced to a snail-like form, that are found near spaces touched by Kos. Because of their form, the Snail Women do rarely move from one location to another and struggle to traverse even short distances. Once they have settled at a location they delve into prayers to Kos and will attack those that disturb their sanctuaries.





Abhorrent Beast

"What makes this beast truely abhorrent is the amount of humanity it attained throughout its transformation. But perhaps the poor sod was a beast in the first place."





Beast Possessed Soul

"Dimly lit by pale moonlight, unscorned by human pity, lie things unseen by curious eyes, blood-thirsty and lithy. Hunter! Fear the possessed beast, fangs sharp as Ludwig's nerve, for it will feast upon your limbs, no mercy nor reserve." - Old Yharnam Limerick.

Bloodletting Beast

"The ancient Pthumerians were curious about the transformation that befell their kin. Not fully grasping the gravity of their situation, they retained the beast for further research."







Forgotten Madman

Of the many souls that lost their sanity in the depths of the Pthumerian Dungeons in the search of forgotten knowledge, not everyone did degenerate into a raving lunatic. A few individuals did break, but were reborn through the insight found in the depths. Their understanding of the world was elevated to a higher state of mind, to the point that they became detached from the understanding of a reasonable being.

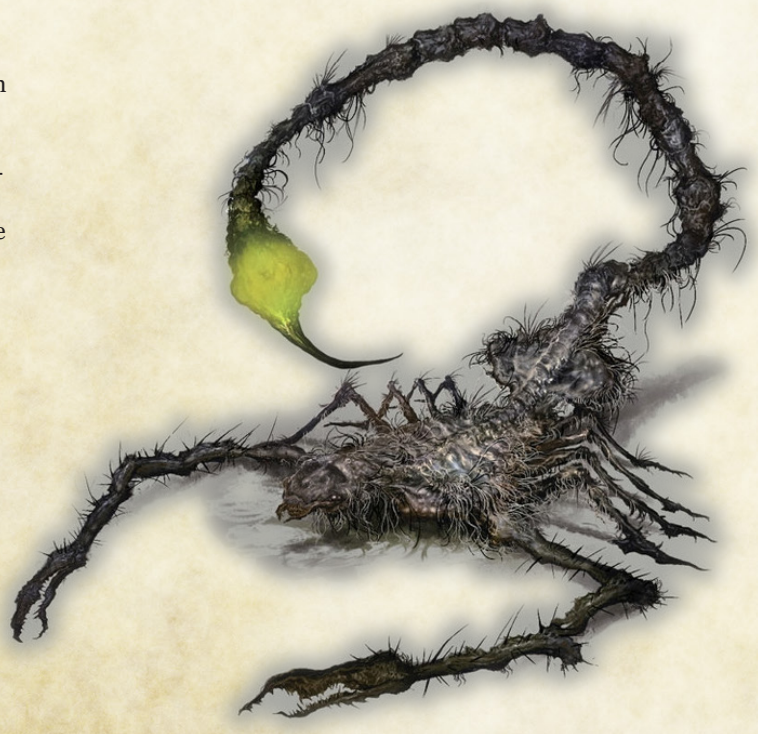
Gel

"Located on the tops of the underground labyrinth caves, it waits for its next unsuspecting Hunter to consume whole."



Gravekeeper Scrorpion

"Whether as fast as a shadow's chikage, or as stealthy as stalkers, scorpions pose threats to all manners of hunters so come prepared with antidotes."



Keeper of the Old Lords

"Lithe, graceful and ruthlessly efficient when dealing with foes, these agile hunters wield the scorching power of fire to effectively eliminate their targets."



Labyrinth Mole

"...?"





Labyrinth Sage

The Healing Church holds no regards for pious men nor saints; in their avid lust for knowledge they turned the once holy into the utterly abominable.“

Labyrinth Ritekeeper

“Whether the ruins are tombs or a mere resting place for something dark and foul, one thing is true: Someone or something lies asleep here. The Protectors also worship what lies beneath, and among the Protectors are a special class of ritual masters that carry out horrific and detestable ritual rites.“





Loran Cleric

„A surviving member of the Loran Clergy. Similar to Beastpossessed Souls of an past age, they are masters of pyromancy. They hide their beastly nature underneath shawls and robes.“

Pilgrim

„It meanders in the seemingly endless depths of the labyrinth, mourning in front of the remains of graves in the darkness. What binds such pitiful souls to this world?“





Artwork by MenasLG

Pthumerian Descendant

While the exact details of Pthumerian traditions are yet to be uncovered - there is proof of ancient military traditions that existed in the society of the Pthumerians. Members of noble houses were trained in numerous styles of combat and tactics from a young age. This tradition created highly competent fighters among even the lesser nobles of Pthumeria.
Pthumerian nobles are not to be taken lightly and when faced with investigating a noble‘s chamber one must prepare to face one of the finest warriors that the Pthumerians have to offer.

Pthumerian Elder

In the deepest part of the Pthumerian Crypts are the resting places of the former pthumerian masters of Pyromancy, an ancient and forgotten art of manipulating one‘s inner flame.



Pthumerian Undead



„Roaming the surface of the Pthumerian labyrinths, watchers will do their utmost to protect the central chambers.“

Tomb Guardian

“Warriors stand tall in the lower depths of Pthumeria, guarding riches, treasure rooms and central chambers from trespassers and defilers.“





Undead Giant

“Some sins are too grave, to attone for in a lifetime. Death will be no sanctuary for your sentence.“ - Translated Insignia

Vengeful Spectre

“A spectral minion of sorts, tormented by bitter regret in a previous life and, as such, unable to find peace.“



Watchers

„Protectors roam the depths, keeping guard over the quiet. Born in the depths and living off of blood and rotting flesh, they are cold and damp, with bluish-white skin that has never been touched by sunlight, and devolved eyes that are pitch black and sunk deep into their sockets.“



Watcher‘s Gravedigger

“Entities lifelessly working in the deepest, dankest layers of Pthumerian Labyrinths. They remain docile unless approached, mindlessly swinging at rock. How long have they been down there?“



Watchdog of the Old Lords



Yharnam, Pthumerian Queen

"Hail Queen Yharnam, Bride of the Gods, may the formless Prince slay the crimson moon!" - Translated Pthumerian Bas-Relief



The Endless Snake

The Endless Snake is the entity and manifestation of the forgotten wood's snake corruption. It's spreading and splitting body permeates the entirety of the forest. From it's blood and flesh shed spawn the writhing balls of snake found in the forest, malformed just as their creator. It is impossible to fathom the entirety of the Endless Snake, as one is only able to glimpse at a meager part of it at a time. No one knows where it's center lies, or if it even exists. Perhaps it has become part of the forest, a parasite to the land, coiled around the very heart of the woods.

The Great One Beast

A magnificent beast, of supernatural grace and battle prowess. The Great One Beast is the perfection of Beasthood, second only to the great Moon Presence itself. It was the first Pthumerian blessed with the crimson moon's blessing. It embraced the gift, which in turn allowed itself, with a tranquil clarity, to understand cosmic truths of the world. It achieved the perfect balance of insight and blood and through this dichotomy, it combined both to become a true Great One, while also maintaining its beastly form.

Provost Willem

Provost Willem is the head of Byrgenwerth, an academic institute from which the Healing Church originated.
He and his students pioneered research on the medium discovered in the Pthumerian Dungeons beneath Yharnam. His goal was the evolution of mankind and to reach higher planes of thought. Unlike his students, he was convinced that insight of the truth of the cosmos would pave the way to humanities ascension.
According to his theory, one must line their brain with eyes to gain said insight. After initial success with self experimentation, Willem desired more eyes, as the little insight he obtained only fuelled his ambition. Soon enough he found himself deprived of available eyes to use. Being denied the insight he sought, convinced of being so close to a higher understanding, Provost Willem began to turn on the collegium of Byrgenwerth...to obtain more eyes.

